

PRIMA'S OFFICIAL STRATEGY GUIDE

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PRIMA'S OFFICIAL STRATEGY GUIDE

Joe Grant Bell



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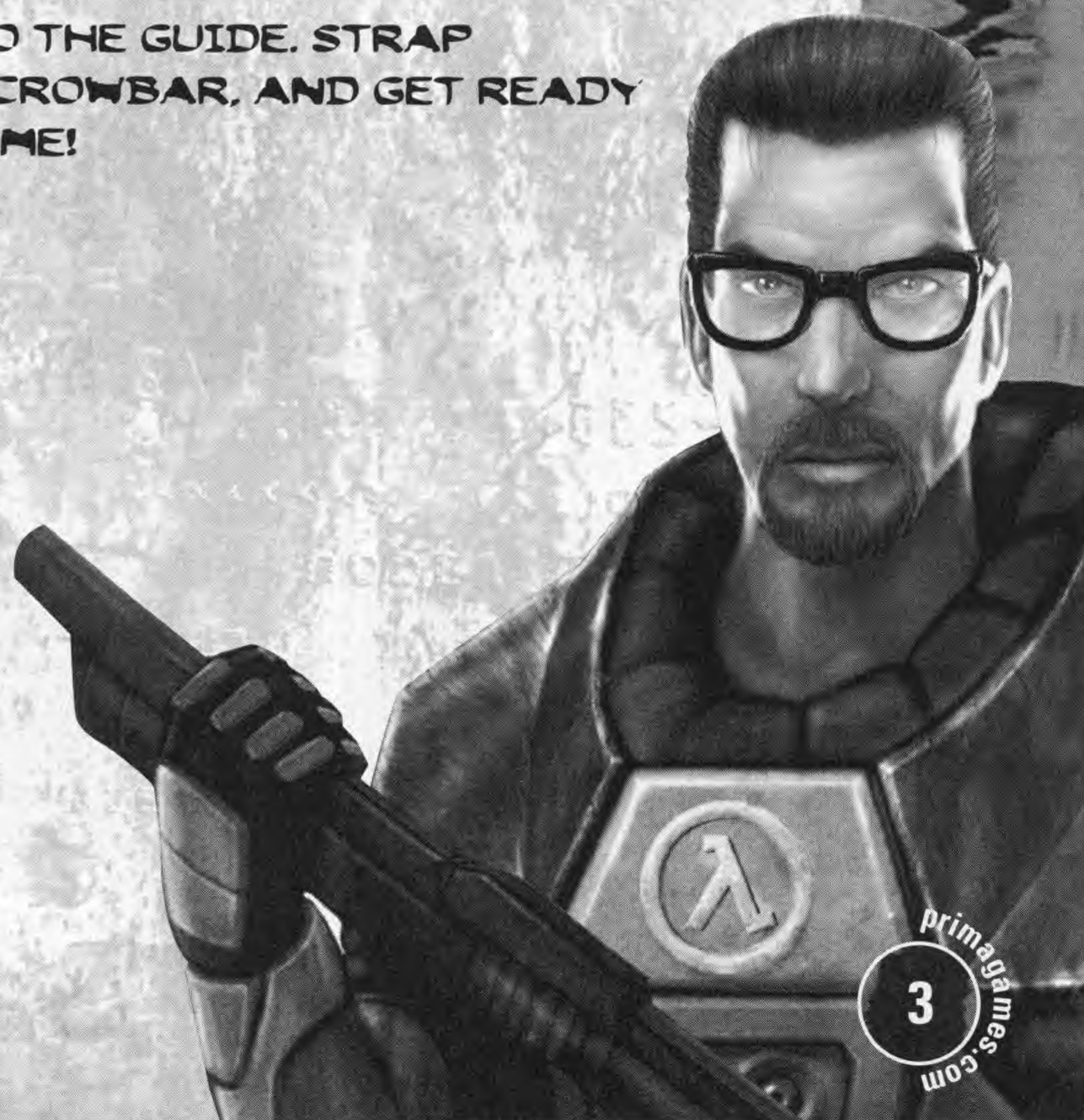
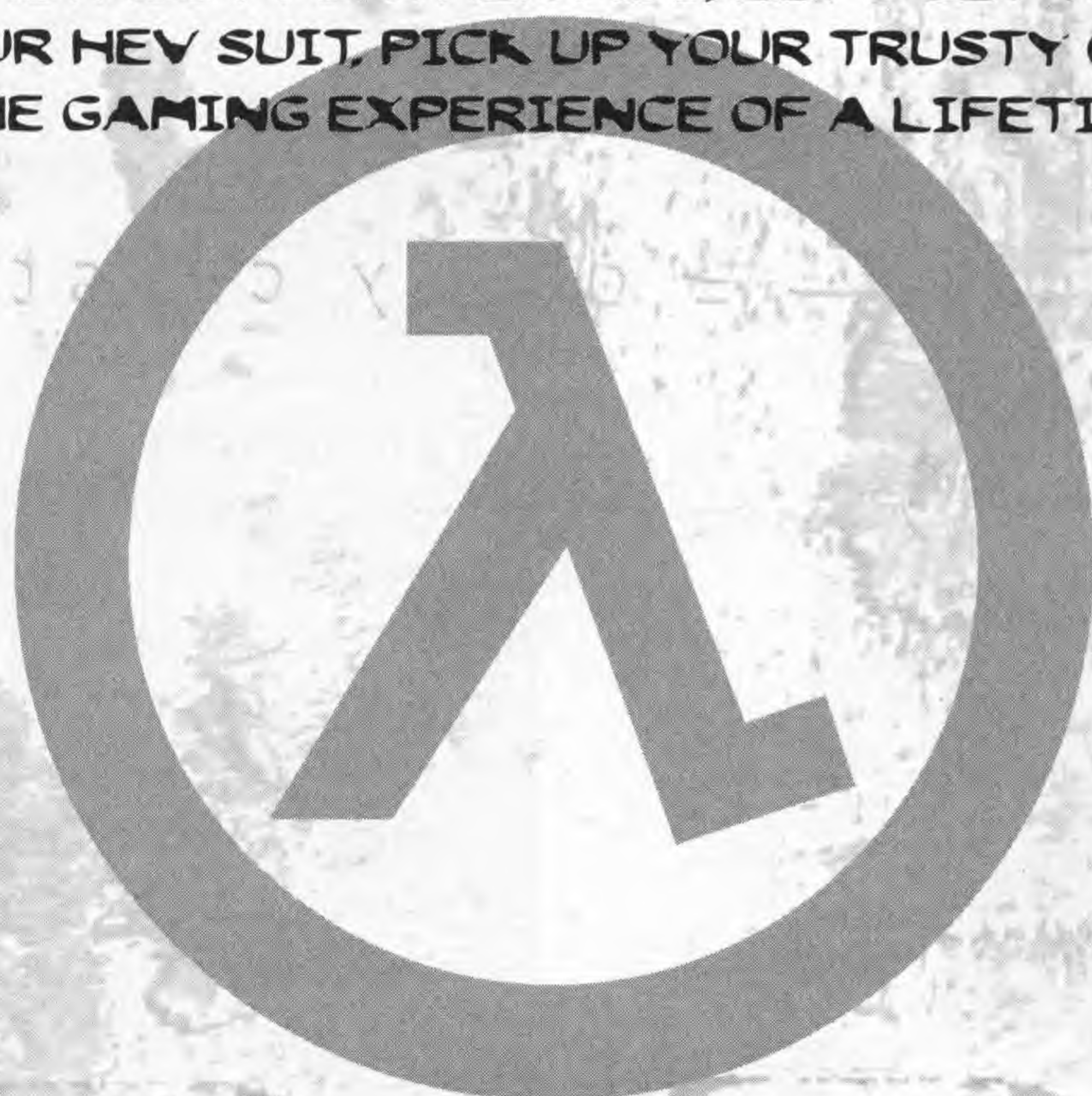
INTRODUCTION

HALF-LIFE IS A GAME OF REFLEXES, STRATEGY, AND EXPLORATION. THIS STRATEGY GUIDE CAN HELP YOU WITH EVERYTHING BUT THE REFLEXES. IN THE FOLLOWING PAGES, YOU'LL FIND DETAILED INFORMATION ON EVERY WEAPON AND ENEMY, WALKTHROUGHS OF EVERY LEVEL, AND TIPS FOR IMPROVING YOUR GAME IN MULTIPLAYER MODE.

THE GUIDE IS DIVIDED INTO 11 CHAPTERS. HERE'S A QUICK LOOK AT WHAT YOU'LL FIND IN EACH:

- "THE ARMORY" REVIEWS THE WEAPONS YOU'LL USE.
- "THE BESTIARY" DISCUSSES YOUR ENEMIES' STRENGTHS AND WEAKNESSES.
- "GENERAL STRATEGY" OFFERS FUNDAMENTAL COMBAT TIPS.
- WALKTHROUGHS, PARTS 1-6 PROVIDE DETAILED TACTICS FOR THE SINGLE-PLAYER GAME.
- THE "HALF-LIFE: BLUE SHIFT WALKTHROUGH" TAKES YOU STEP-BY-STEP THROUGH THE GAME'S FANTASTIC BONUS MISSION.

SO, WITHOUT FURTHER ADO, LET'S GET TO THE GUIDE. STRAP ON YOUR HEV SUIT, PICK UP YOUR TRUSTY CROWBAR, AND GET READY FOR THE GAMING EXPERIENCE OF A LIFETIME!



THE ARMORY

THIS CHAPTER INTRODUCES THE WEAPONS AND EQUIPMENT YOU'LL USE IN HALF-LIFE.

WEAPONS

Rather than listing the weapons by category, we've listed them in the order they appear in the single-player game.

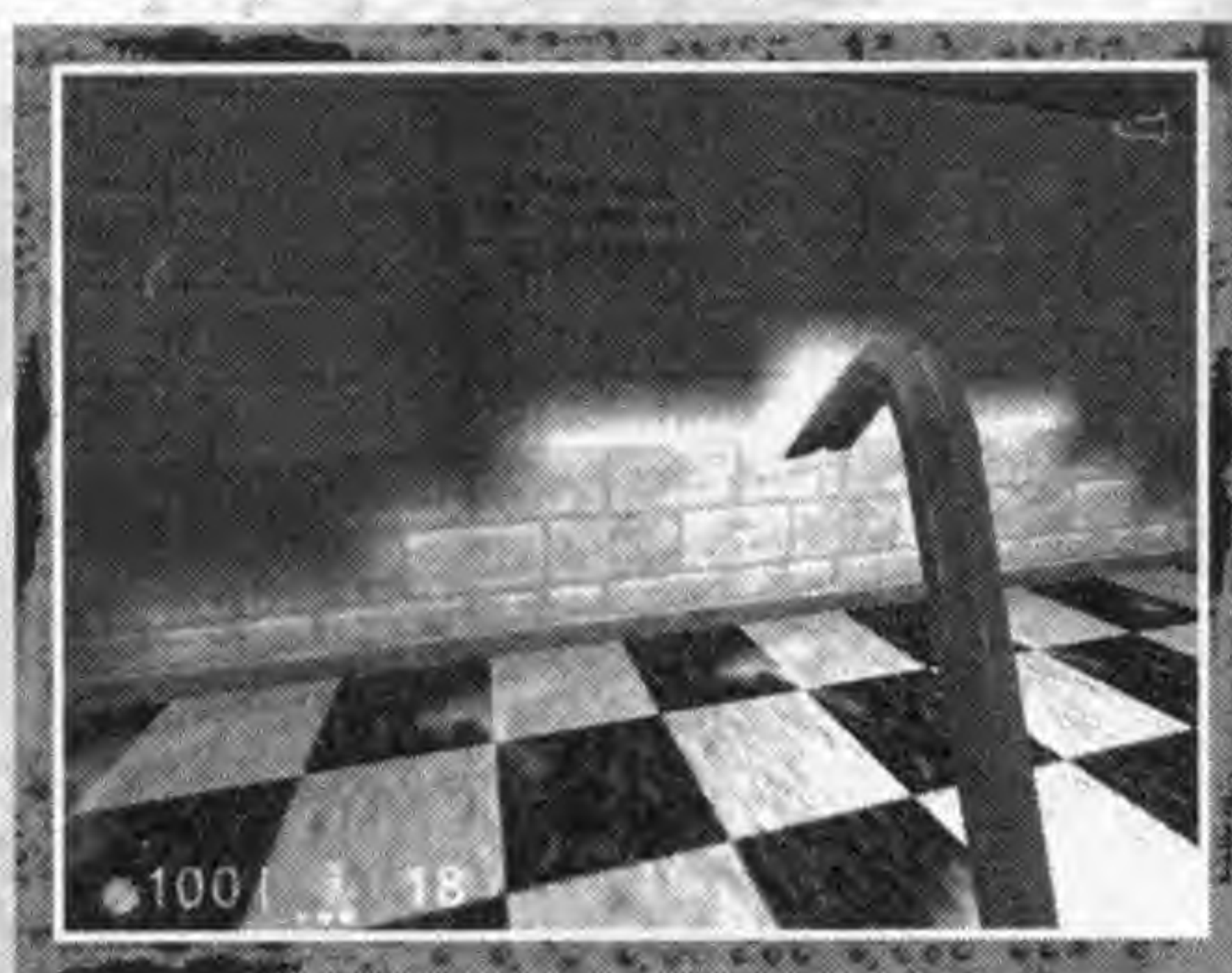
Weapons with long names typically are referred to with an abbreviated name. For example, we just call the "9-mm Semi-Automatic Pistol" the "Pistol."

Crowbar

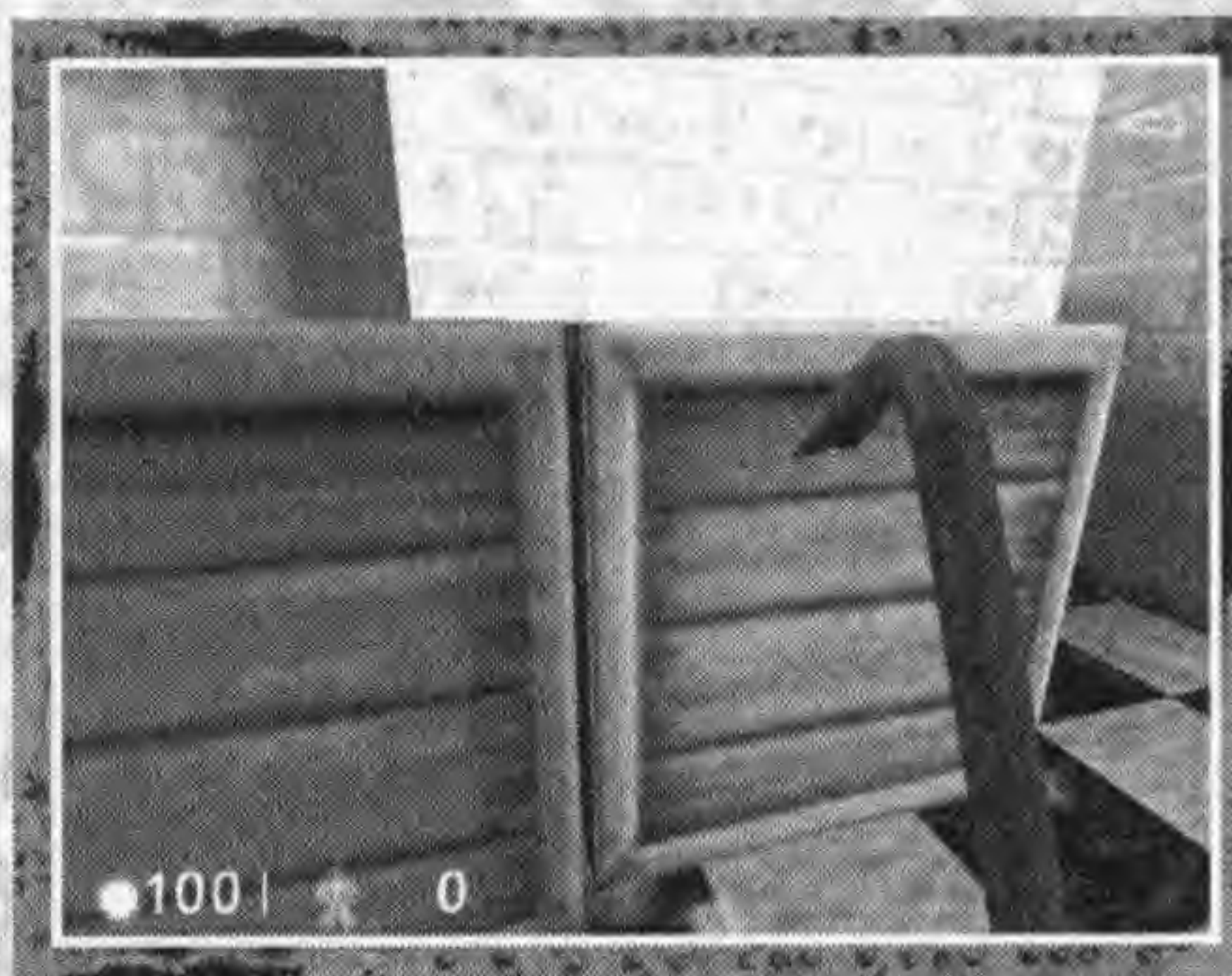
Damage: 10 per whack

Ammo: —

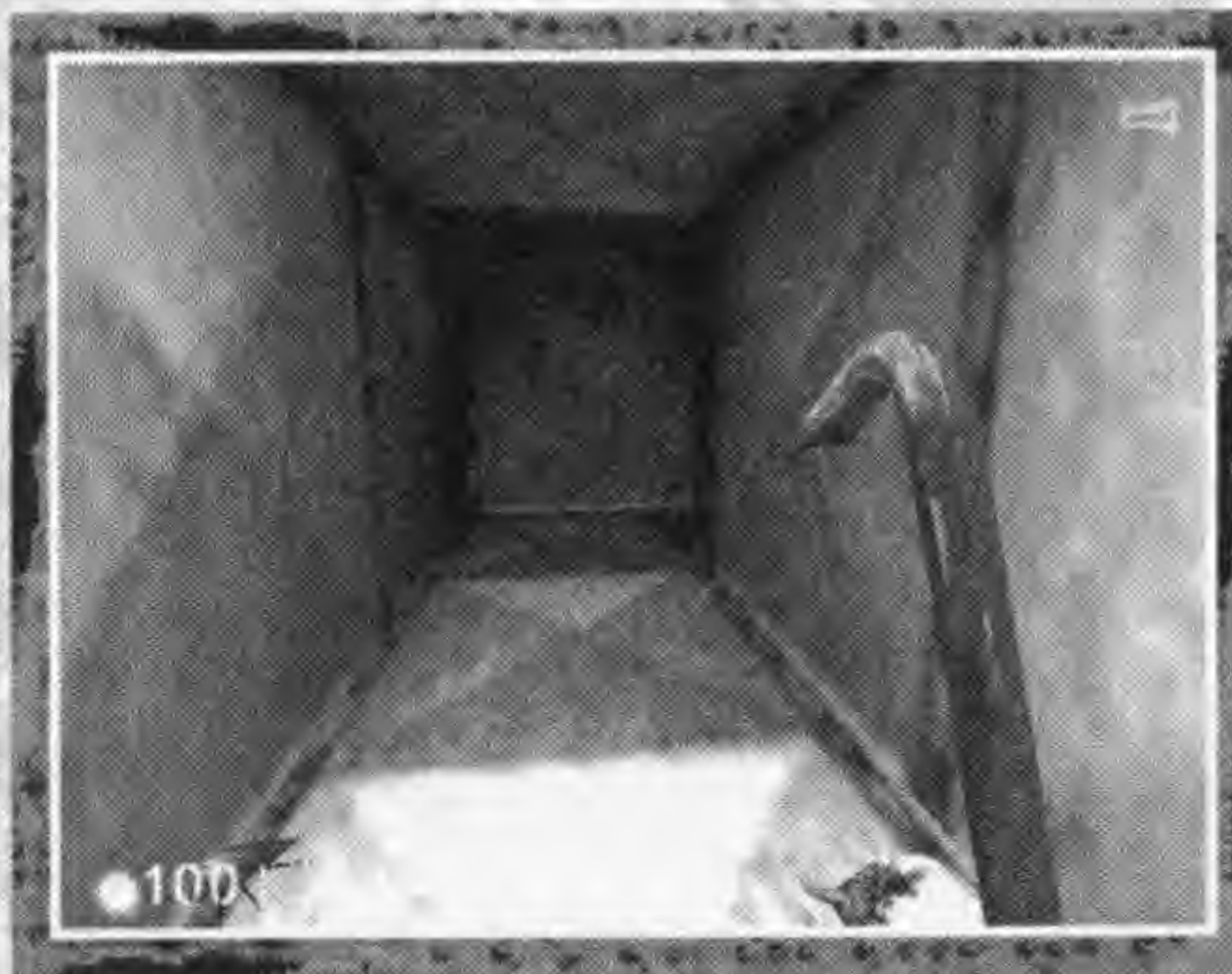
Max. Ammo: —



The Crowbar is the first weapon you collect, and it's the only weapon that doesn't require ammunition.



Use the Crowbar to destroy crates and other objects. This saves ammo. But don't use it on explosive objects!



Use the Crowbar in tight quarters, like in ventilation ducts.



Hagworms, the tiny worms that attack you underwater, are best killed with the Crowbar.



Finally, use the Crowbar when you're low on ammo.



Damage: How much damage the weapon deals. This number may vary.* Secondary damage ratings are provided if the weapon has a unique secondary fire mode.

Ammo: The type of ammo the weapon uses, and how much can be loaded at once (if applicable).

Max. Ammo: The maximum amount of ammunition you can carry at once.

Damage Rating Clarifications

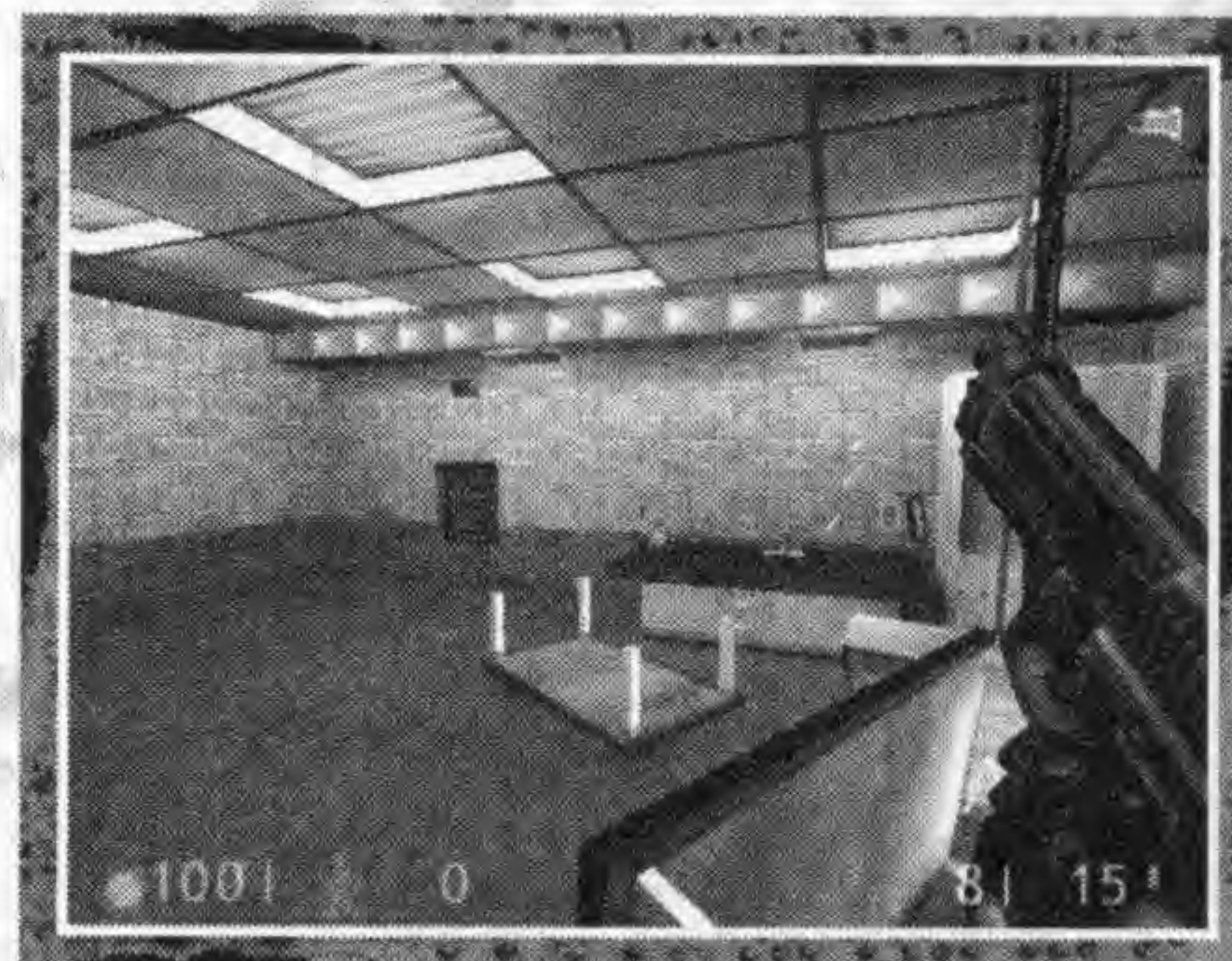
- ♣ Compare weapons' Damage ratings to the creature's Health ratings in "The Bestiary." You can compare Health and Damage to learn how many shots it takes to kill any enemy with any weapon.
- ♣ Weapons producing an explosion (Grenades, RPG) deal only a fraction of their damage if you don't score a direct hit.
- ♣ Head hits (on creatures that actually *have* heads) deal triple damage.
- ♣ Some targets have armor that either absorbs damage (Security Guard) or reflects it (Alien Grunt). In these cases, you won't deal full damage if you shoot the armor. Aim for unarmored spots, instead.

9-mm Semi-Automatic Pistol (Pistol)

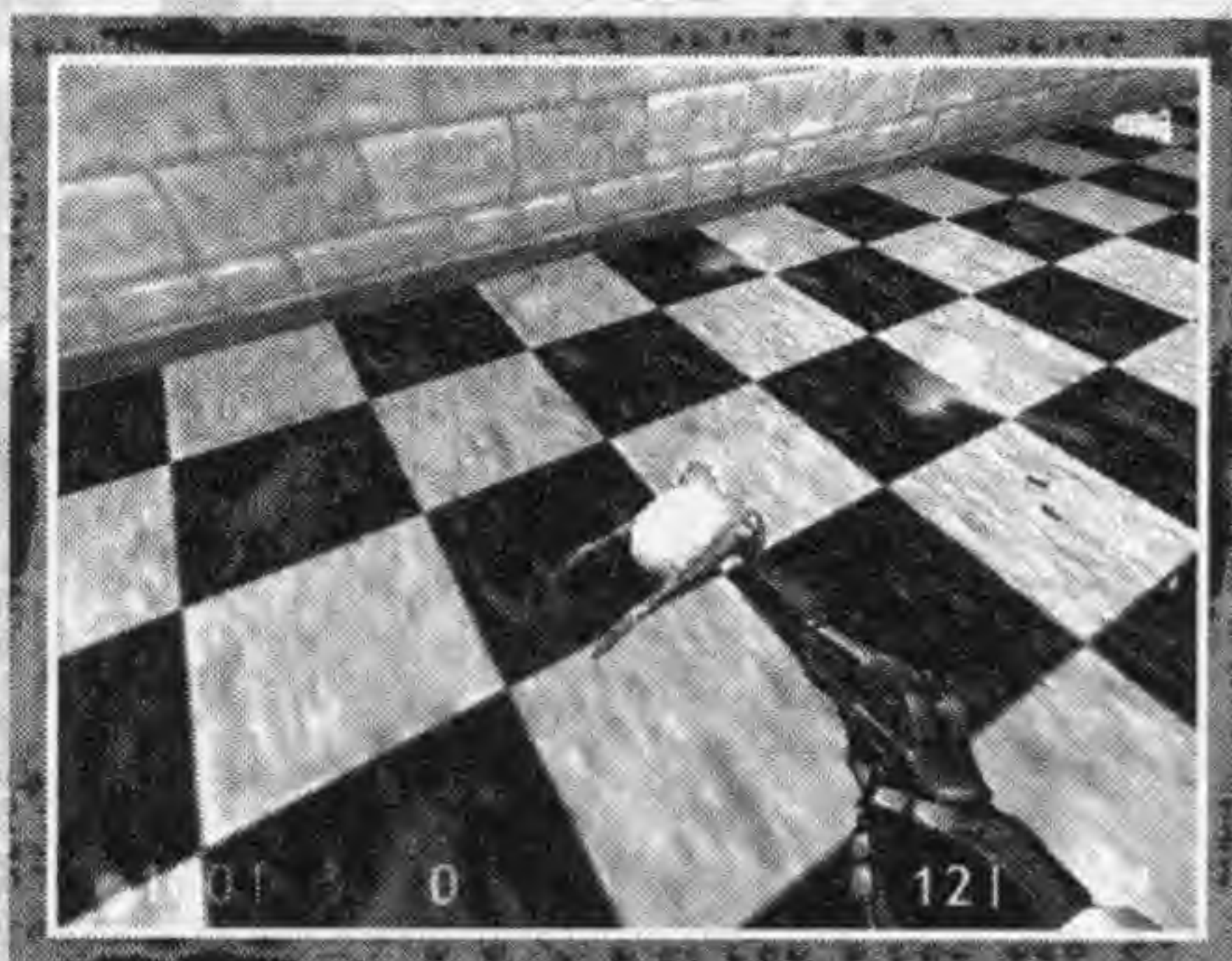
Damage: 8 per shot

Ammo: 17-bullet clips

Max. Ammo: 18 bullets in gun, 250 bullets in reserve



The Pistol is ideal for picking off small enemies from a distance, where they have a hard time counterattacking.



The Pistol's primary fire mode is accurate but slow. Secondary fire mode allows you to fire quickly, but you lose accuracy. Use this only at close range.



The best creatures to fight with your Pistol include Mawmen, Headcrabs, and Houndeyes.



The Pistol is accurate at long range. Use it in long-range duels where power isn't a great concern.

Semi-Automatic Assault Shotgun (Shotgun)

Damage (primary): 5 per pellet, 6 pellets per shot (maximum 30 damage per shot)

Damage (secondary): 5 points per pellet, 12 pellets per shot (maximum 60 damage per shot)

Ammo: Hand-loaded shells, up to 8 at once

Max. Ammo: 8 shells in gun, 125 in reserve



The Shotgun fires a tight cluster of lead pellets. It's most effective at medium to close range, where all the pellets are likely to hit.



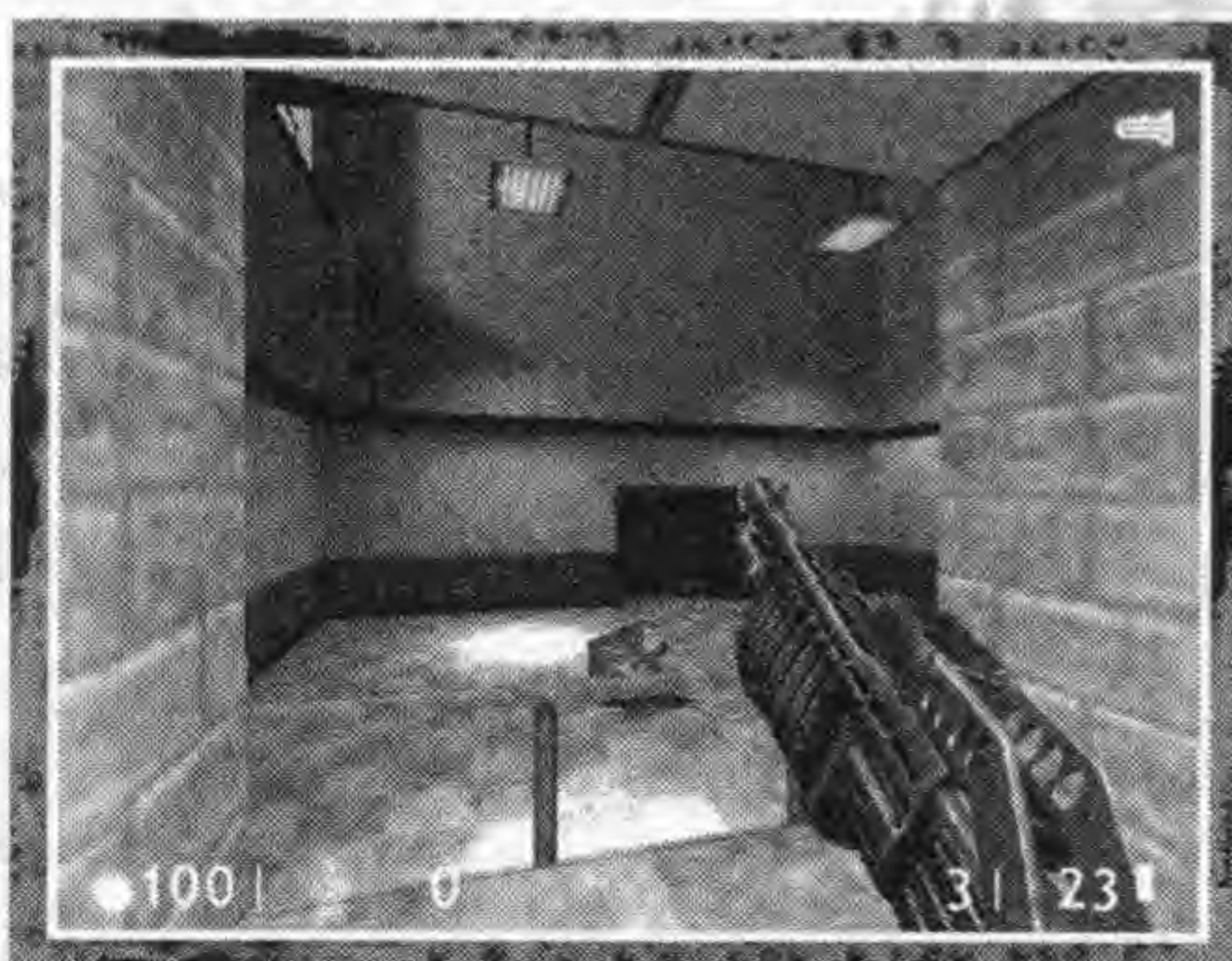
The Shotgun's secondary fire mode fires two shells simultaneously for twice the power. Use this when you're extremely close to the target, or you'll miss with lots of pellets.



With the Shotgun, use hit-and-run tactics where you leap out from behind an obstacle, fire a shell, and then duck for cover.



Put the Shotgun away when fighting at long range.



Reload the Shotgun whenever you have a spare moment, because it takes a while.



Target medium-sized enemies (Vortigaunts, Bullsquids, and Grunts) with the Shotgun.



Fragmentation Grenades (Grenades)

Damage: 100 (less if the hit is indirect)

Ammo: —

Max. Ammo: 10



Fragmentation Grenades are potent, but you can hurt yourself with them. Practice throwing them and watch how they roll.



You can lob Grenades over a low wall or bounce them around a corner. This is a great way to clear out Laser Mines.



Grunts use Grenades to flush you out from behind cover. You can use them that way too, although enemies will often move away if they notice the Grenade.



Don't use Grenades in normal combat situations. Instead, use them for sneak attacks on enemies that haven't discovered you, or lob them over obstacles to clear out threats indirectly.

Combat Rifle with Grenade Launcher (Combat Rifle)

Damage (primary): 5 per bullet (maximum 250 damage per clip)

Damage (secondary): 100 (less if hit is indirect)

Ammo: 50-bullet clips, Combat Rifle Grenades

Max. Ammo: 50 bullets in gun, 250 bullets in reserve, 10 Combat Rifle Grenades



The Combat Rifle is a great all-around weapon. It fires quickly and accurately, and the Grenades give it extra punch.



The Combat Rifle is good against just about everything, so use it when you don't know what to expect. Kill small enemies with bullets, and use Grenades to help kill the big enemies.



The Combat Rifle is good for circle strafing (see "General Strategy" for details).



Combat Rifle Grenades are different from Fragmentation Grenades, so you can't fire Fragmentation Grenades from the Combat Rifle.

Unlike Fragmentation Grenades, Combat Rifle Grenades detonate on impact. This makes them more useful against moving targets, but less useful for attacking around corners.

.357 Magnum Revolver (.357 Magnum)

Damage: 40 per shot

Ammo: 6 bullets, hand-loaded

Max. Ammo: 6 bullets in gun, 36 in reserve



The .357 Magnum is a heavy hitter. Use it to kill dangerous enemies quickly.



The .357 Magnum is great at close range or long range. It's very accurate.



Since it's easy to aim, you can get lots of head hits with the .357 Magnum.



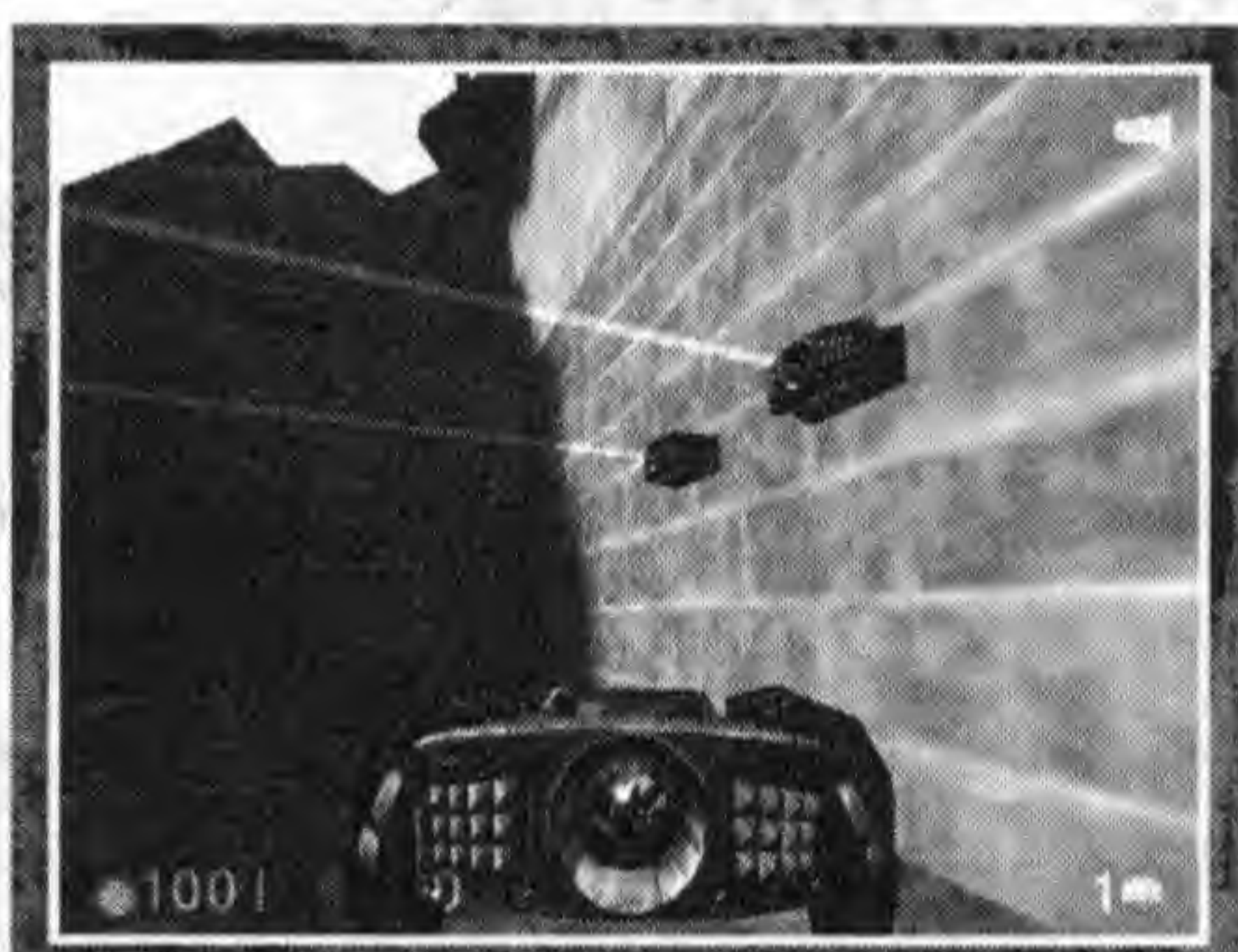
Grunts, Alien Grunts, and Xen Masters are good .357 Magnum targets.

Laser-Triggered Claymore (Laser Mine)

Damage: 150 (less if target isn't at point-blank range)

Ammo: —

Max. Ammo: 5



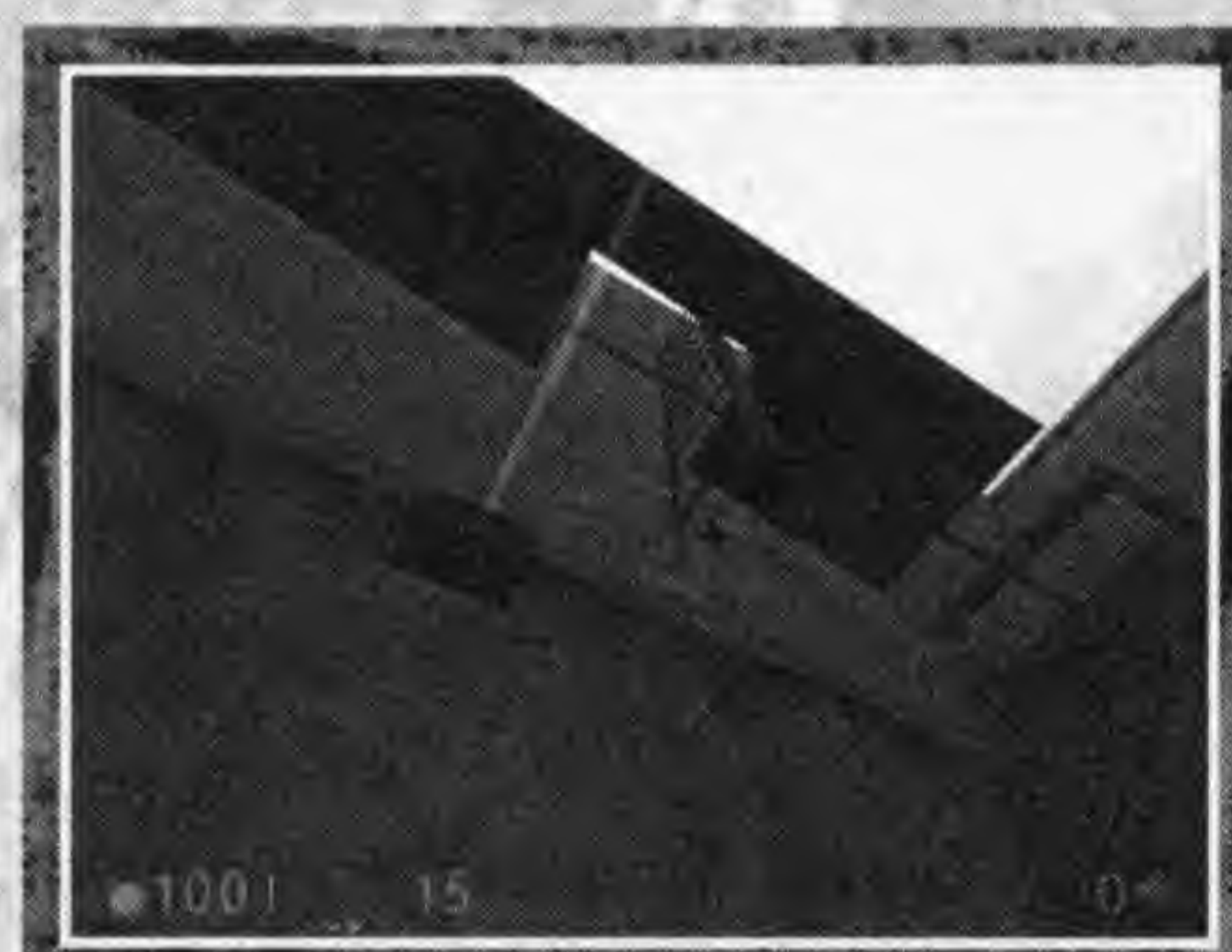
The Laser Mine is a sneaky weapon that's very powerful. Its value is greater in multiplayer games than in single-player, but it has its uses in both modes.



Laser Mines stick to the surface you throw them, and emit a laser beam. The Laser Mine detonates when something interrupts the beam, or when the mine is shot.



In the single-player game, use Laser Mines against deadly enemies that like to come after you. Assassins are a great target.



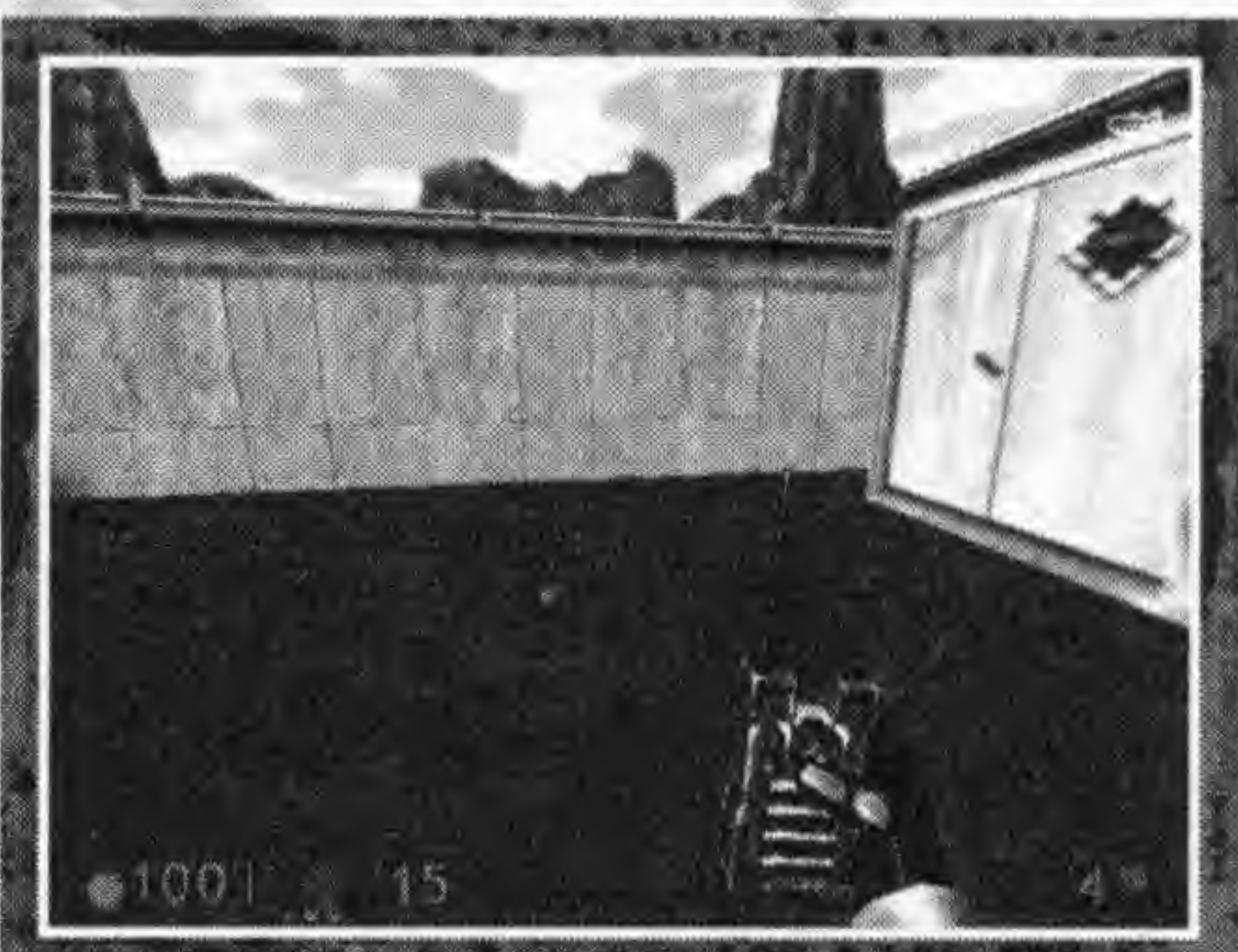
In multiplayer games, hide Laser Mines where they're hard to see—around corners, under drop-offs, and at the tops or bottoms of ladders.

Satchel Charge

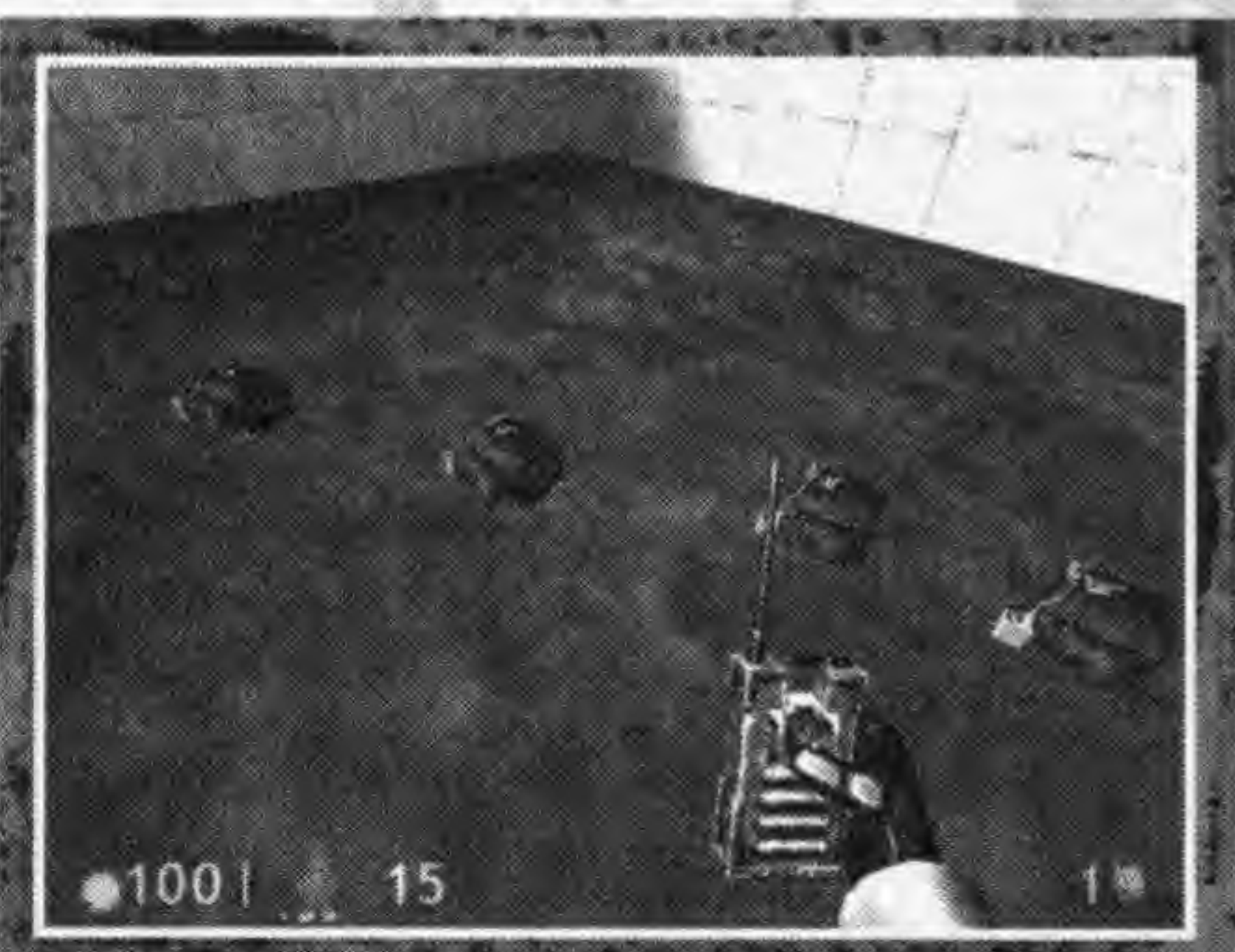
Damage: 150 (less if target isn't at point-blank range)

Ammo: —

Max. Ammo: 5



Pull the trigger in primary fire mode and a Satchel Charge will drop to the floor. Pull the trigger a second time to detonate the explosives.



In secondary fire mode, you can drop multiple Satchel Charges. Then, press the primary fire button to detonate them all at once.



Use Satchel Charges against enemies that approach from around a corner or down a long hallway. Satchel Charges are also good against massive, slow-moving enemies, such as Tanks, and durable boss monsters.



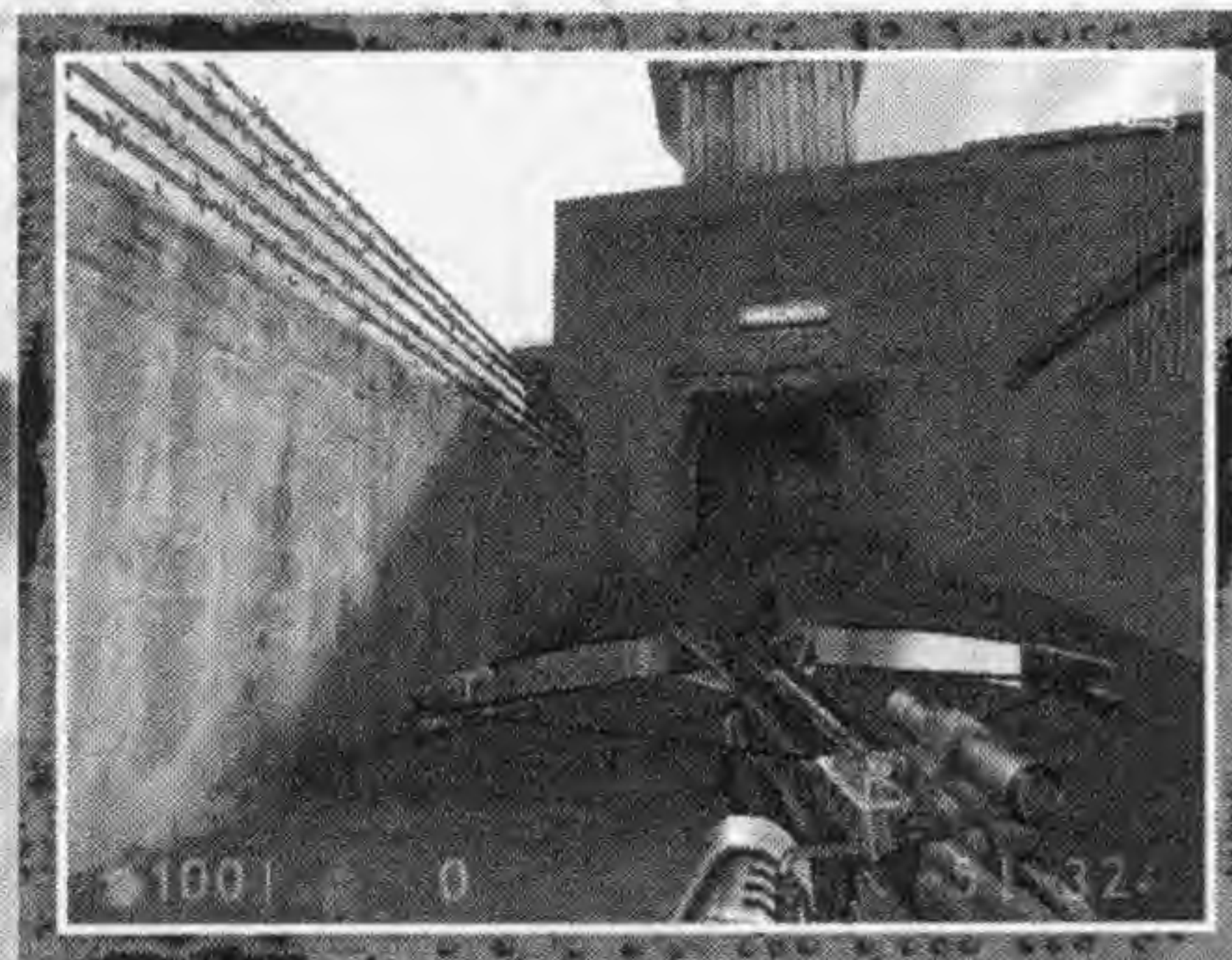
In multiplayer games, set traps with Satchel Charges, watch from a hiding spot, and detonate them when an enemy gets close.

Crossbow

Damage: 50 per shot

Ammo: 5-bolt clips

Max. Ammo: 5 bolts in Crossbow, 50 in reserve



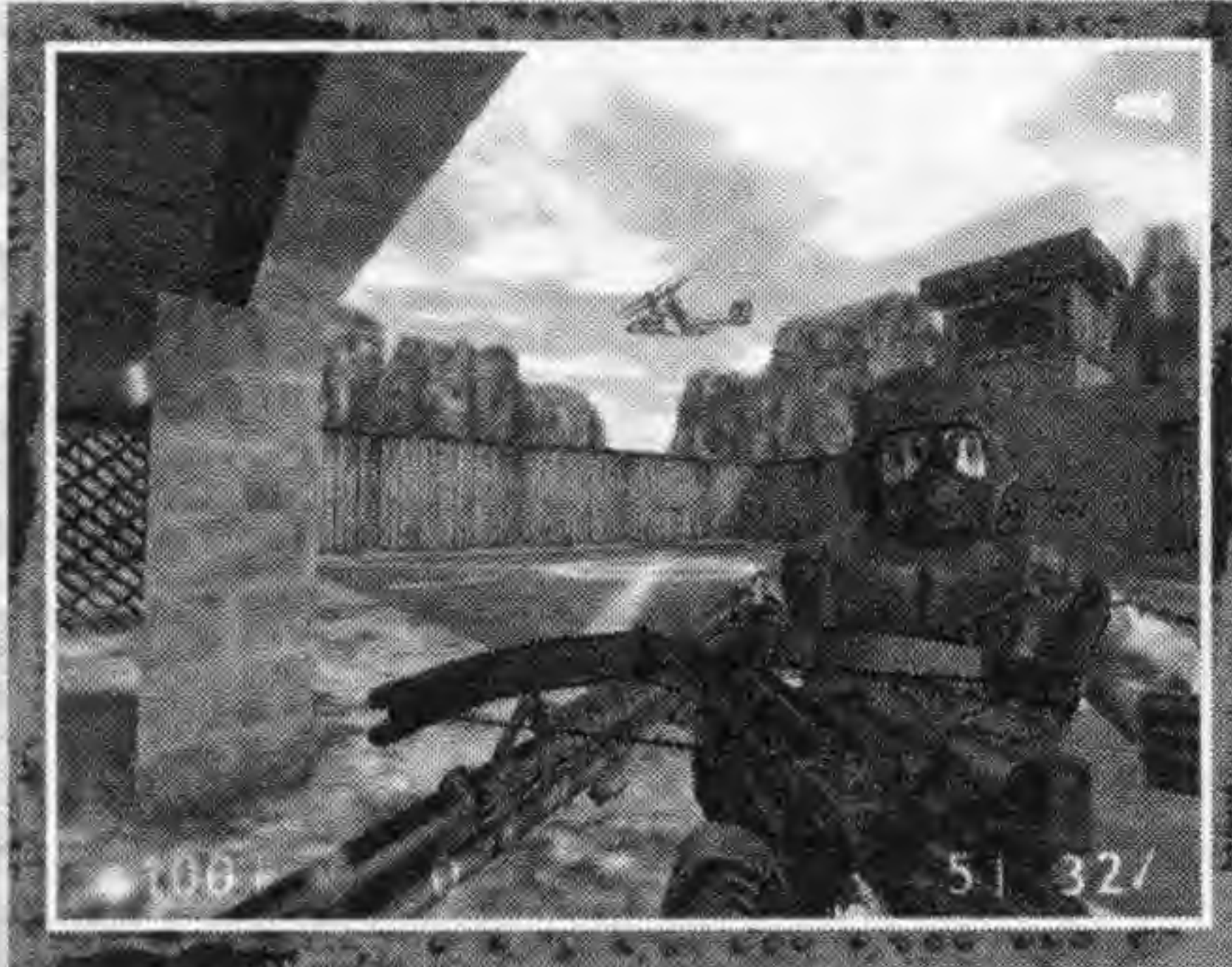
The Crossbow deals massive damage—more than the .357 Magnum.



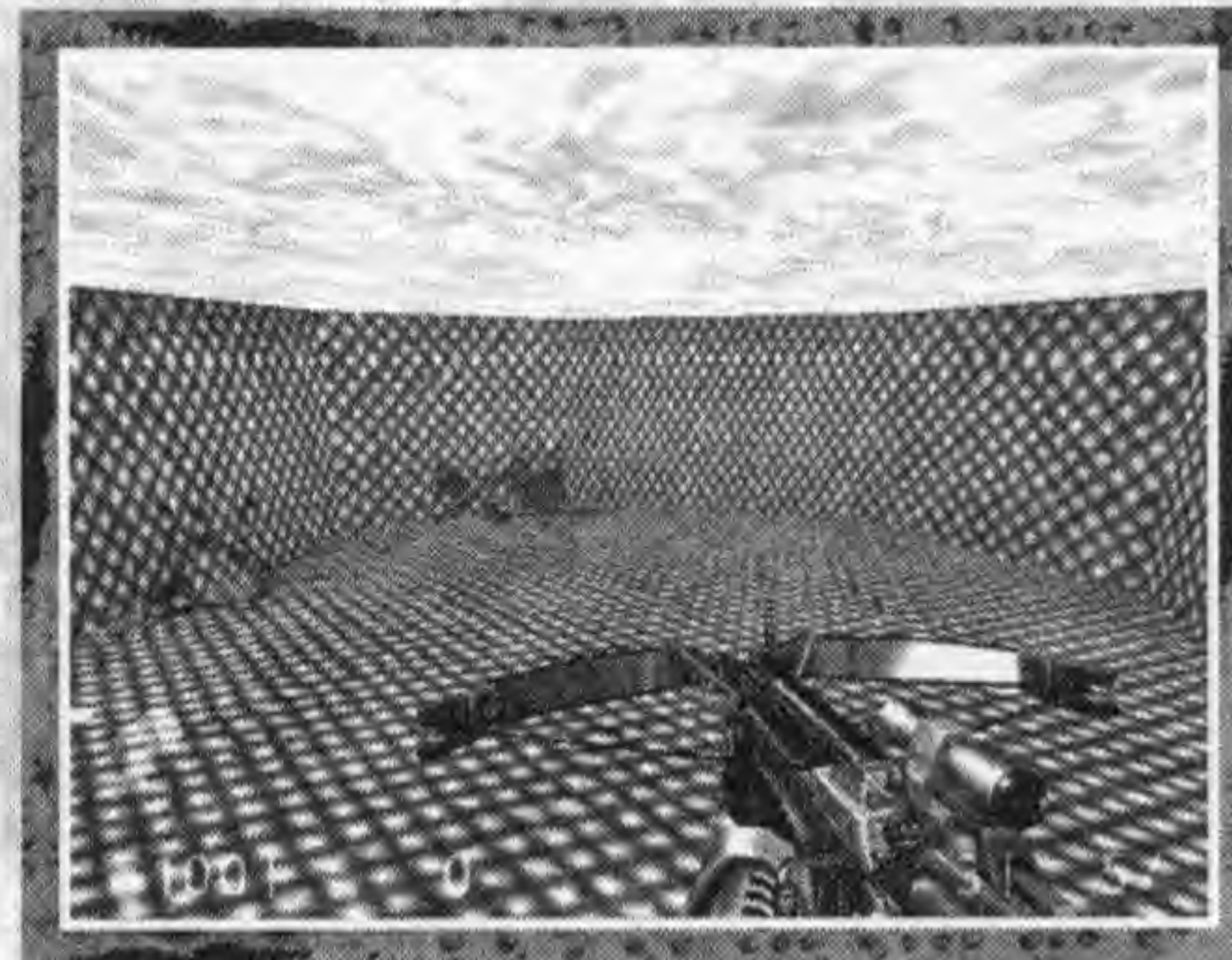
Crossbow bolts aren't as fast as bullets, making the Crossbow a bad choice against extremely fast enemies or moving enemies at long range.



Press the secondary fire button to zoom in with the Crossbow's built-in spotting scope; press it again to zoom back out to your normal perspective.



The Crossbow can hold only a small number of bolts at once, and its reload time is slow. This makes it a bad choice in situations where you need lots of firepower on demand.



You can fire the Crossbow underwater, unlike most weapons. It's great for killing Ichthyosaurs.



The Crossbow is quiet, and its secondary fire mode toggles a zoom lens. This makes it perfect for sniping from long range, often with a lethal head shot.



Conserve Crossbow ammo in case you need it underwater.

Also, capitalize on the Crossbow's zoom feature. It can be extremely useful for taking out unsuspecting targets.

Snark

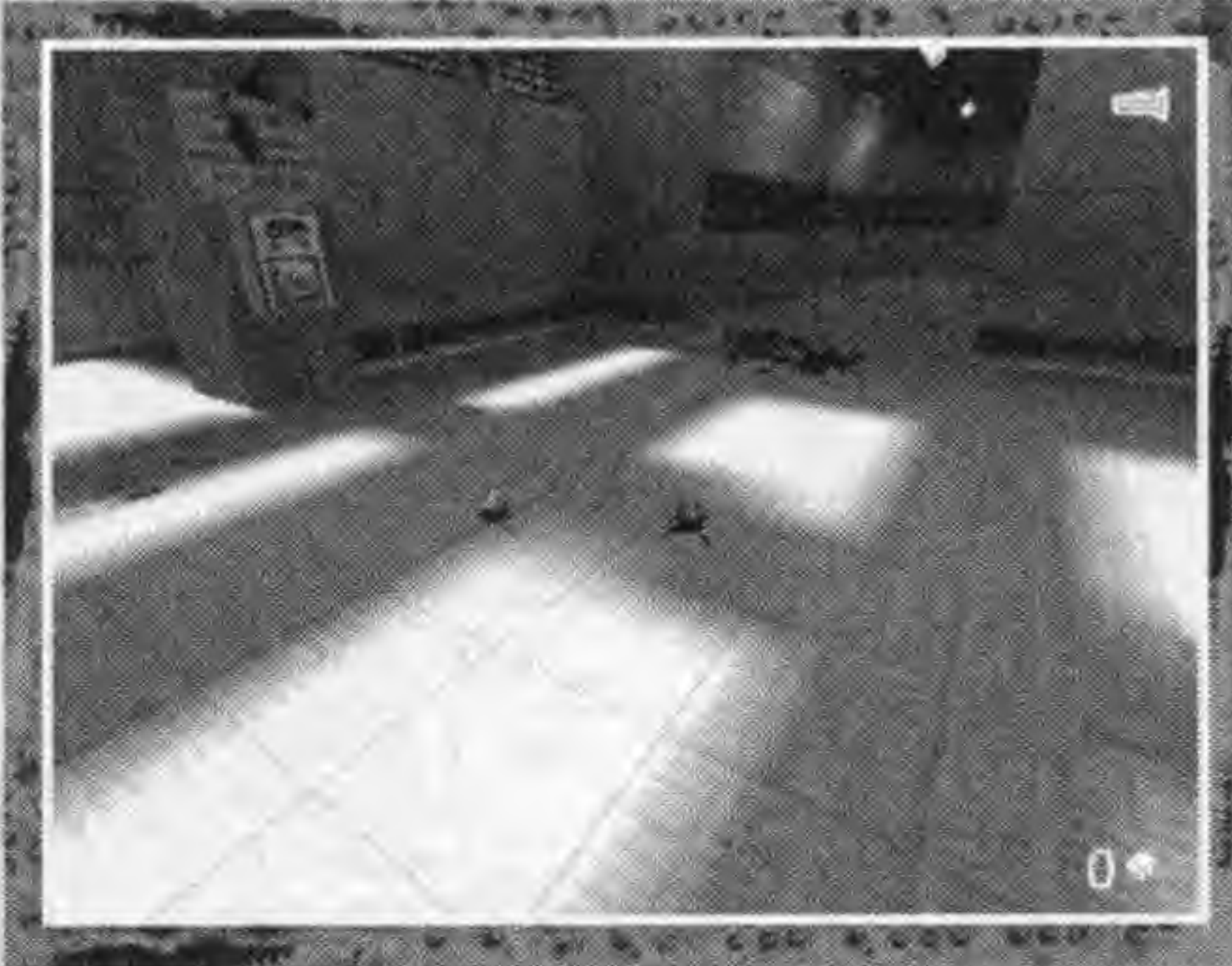
Damage: 10 per attack (see description)

Ammo: —

Max. Ammo: 15 Snarks



Snarks are small alien creatures you can collect and throw at enemies. When released, Snarks leap at the nearest enemy, dealing respectable damage over a period of several seconds.



Snarks die when they take any damage, and they explode after about 15 seconds. However, their tiny size and excellent speed makes them difficult to hit, so they're seldom killed.



Although Snarks are fast, they lose track of their prey if it runs around corners. This is important to know, because if you throw down a Snark and *you're* the closest target, it's likely to come after *you*.



Never throw a Snark unless it has a clear target. If a Snark comes after you, just run—preferably around corners. Eventually the Snark will explode on its own.



Snarks are a good distraction weapon in multiplayer games. Snarks are slightly less useful in single-player games, although you can use them to combat other small enemies, such as Headcrabs, or foes you want to damage without risk.



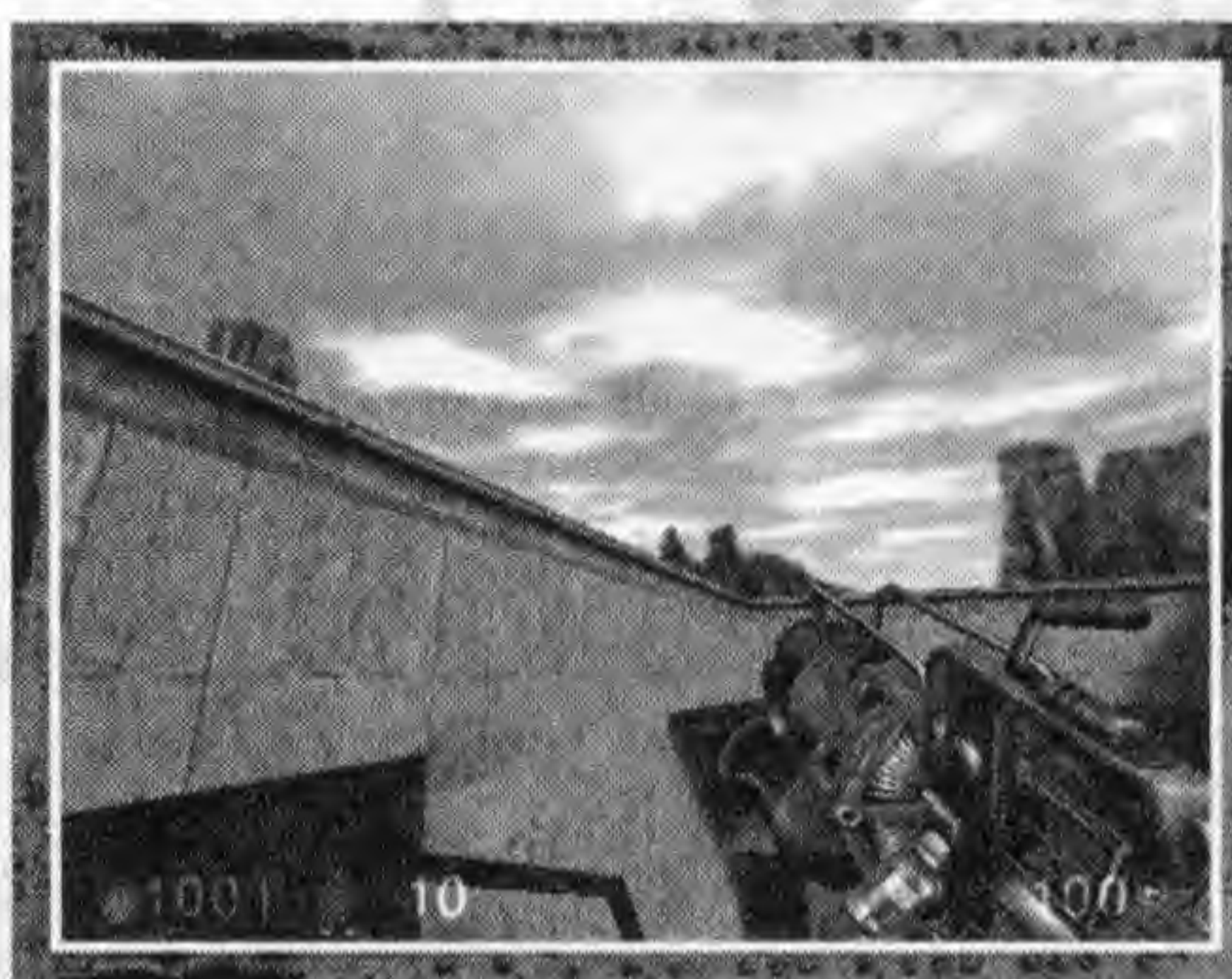
Tau Cannon

Damage (primary): 20 per shot

Damage (secondary): Variable (highly damaging)

Ammo: Primary fire mode uses 2 units of uranium per shot; secondary fire mode up to 12 units per shot

Max. Ammo: 100 units of uranium



In its primary mode, the Tau Cannon shoots energy beams. These beams may not seem to deal that much damage on paper, but you can shoot them quickly.



The Tau Cannon's secondary fire mode requires you to hold down the button and charge up. When you let the button go, all the energy is released in a single shot. This mode is good against heavy targets, such as Apache helicopters.



You can hold the button down for only a limited time in secondary fire mode, and then the weapon overheats and damages you. So be careful.



Ammunition is a constant concern. The Tau Cannon chews through ammo quickly in either fire mode. To make matters worse, the Gluon Gun uses the same ammo.



Conserve the Tau Cannon in the single-player game. Stick to the secondary fire mode, and use it only against the biggest opponents (Tanks and Helicopters).

Rocket-Propelled Grenade Launcher with Laser Designator (RPG)

Damage: 100 (less for indirect hits)

Ammo: Rockets; only one can be loaded at a time

Max. Ammo: 1 rocket in weapon, 5 rockets in reserve



The RPG is a potent weapon. Its primary fire mode paints the target with a red dot. You can "steer" the rocket in midair simply by aiming the dot; to hit a moving enemy, just keep the red dot on target.



Pressing the secondary fire button toggles the laser on and off. When the laser is off, rockets are dumb-fired; that is, you can't steer them in midair.



Dumb-fire the rockets when you can't afford to stand around pointing a laser. In these cases, disable the laser, take a quick shot, and then get back behind cover without worrying about aiming.



Save the RPG for Apaches, Tanks, emplaced Gun Turrets, and other big threats. In multiplayer games, you can use the RPG more often.



Xen Masters are a favorite Hivehand target. The Hivehand's homing attack can take on these aerial foes with ease, and because there's no ammo, you don't have to worry about wasting it.

Hivehand

Damage: 8 per hornet

Ammo: Hornets, generated within the Hivehand itself

Max. Ammo: Infinite



The Hivehand is an alien weapon that shoots the alien equivalent of hornets. In its primary fire mode, the hornets fly slowly, but home in on their targets.



Secondary fire mode fires those same hornets more quickly, but they don't home in; instead, they fly in a straight line.



The Hivehand isn't terribly powerful. It deals moderate damage, and is good against small- to medium-sized targets; but once it runs out of its initial hornet supply, its rate of fire becomes slow.



Despite these drawbacks, the Hivehand is great because it never runs out of ammo. Use it on smaller foes to conserve ammo for truly tough enemies.

Gluon Gun

Damage (primary): 14 per unit of uranium spent

Ammo: Uranium; how much is used depends on how long the trigger is depressed

Max. Ammo: 100 units of uranium



The Gluon Gun is the last weapon you'll receive in the single-player game. Pull the trigger and hold it down, and a vortex of deadly energy comes out. The Gluon Gun is highly accurate and deals awe-inspiring damage.



The only downside is the Gluon Gun's ability to chew through ammunition. After only a few seconds of fire, you can go from 100 units of uranium down to zero.



In single-player games, you must hold onto the Gluon Gun and use it only in times of dire need. It's best against big enemies, or when you have to kill several small enemies quickly.



MISCELLANEOUS ITEMS

HERE'S A LOOK AT SOME OF THE MISCELLANEOUS ITEMS, BOTH PORTABLE AND PERMANENT, YOU'LL ENCOUNTER THROUGHOUT THE GAME.

The HEV Suit



You collect the HEV Suit early in the game, and it never leaves you. It generates protective armor when it has a power supply. (Power comes in two forms, the HEV Station and Batteries.)



The HEV Suit has a Flashlight that works regardless of whether the suit has any power left; it has its own power supply. If you leave the Flashlight on too long, it runs out of power and turns itself off automatically.



When you're damaged, the HEV Suit flashes red damage indicators that tell you where the damage is coming from. An indicator on the left side of your screen means you were attacked from the left, for example.

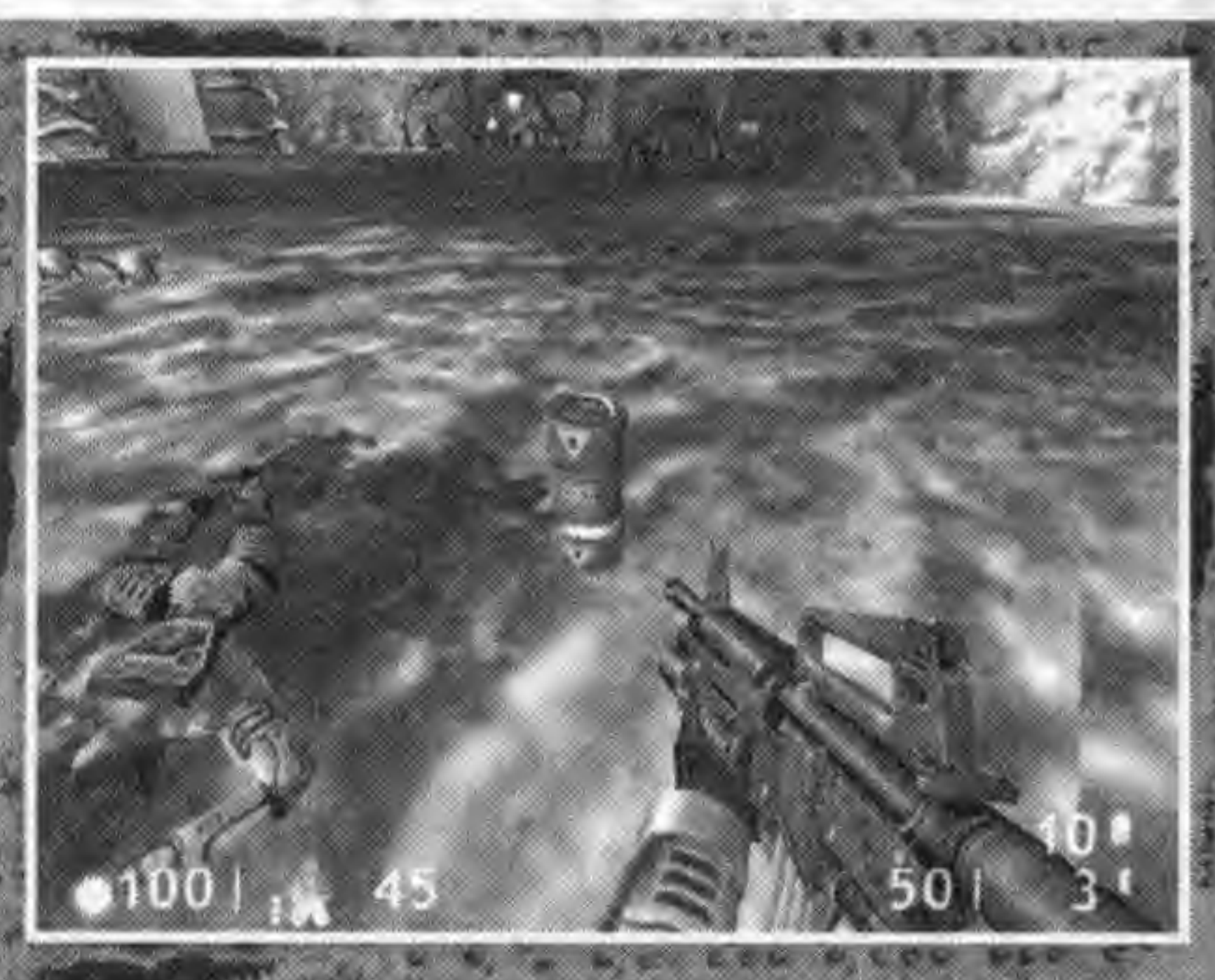


The HEV Suit's icons explain what's damaging you. A snowflake means cold damage, a radiation symbol means radioactive damage, a biohazard symbol means toxic goo, and so on. There's no icon for creature attacks or weapon fire.

Ammo



You'll find ammunition of many kinds in *Half-Life*. Most of it is self-explanatory: Pistol ammo comes in clips, Crossbow ammo comes in arrow clips, and Tau Cannon ammo comes in a box marked with a radiation symbol.



The only confusing ammunition item is a "mixed ammo" canister. Very late in the game, you'll encounter several of these. They contain various types of ammo.

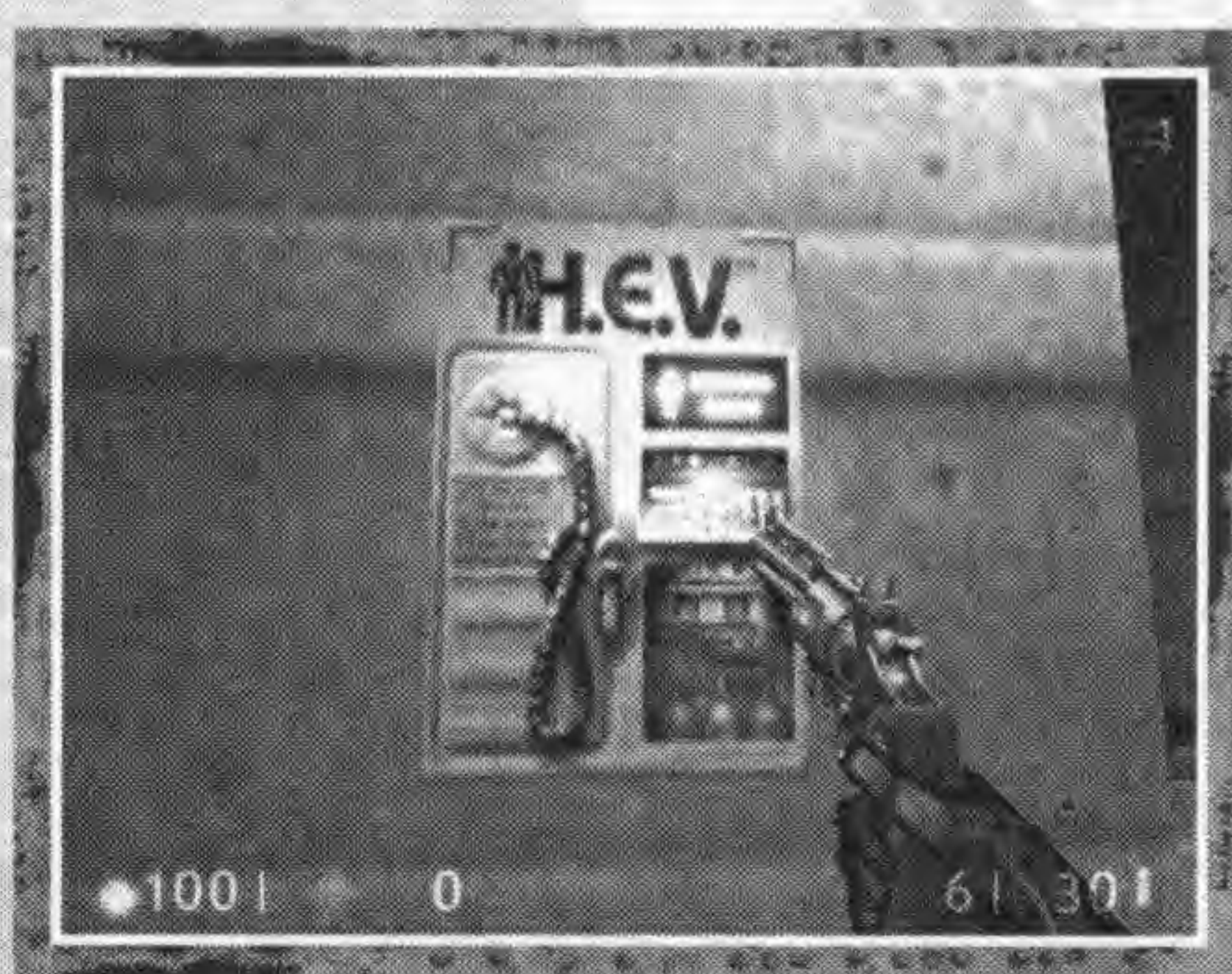


Your Health is restored with First Aid Kits, which you must walk over to collect, and First Aid Stations, which are attached to walls. Their healing value depends on the level of game difficulty.



Late in the game, in alien territory, you won't find any First Aid Stations. You will, however, find blue pools and blue structures that look like phone booths. These restore health just like First Aid Stations.

Batteries and HEV Stations



Batteries and HEV Stations power up your HEV Suit, just as First Aid Kits and First Aid Stations restore your health.



THE BESTIARY

YOU'LL ENCOUNTER A WIDE VARIETY OF ENEMIES IN HALF-LIFE. THESE RANGE FROM ALIEN CREATURES TO GOVERNMENT TROOPS, AND ALL ARE CAPABLE OF MAKING YOUR LIFE MISERABLE AND SHORT. THE ENEMIES ARE LISTED HERE IN THE ORDER IN WHICH YOU WILL ENCOUNTER THEM DURING THE GAME.

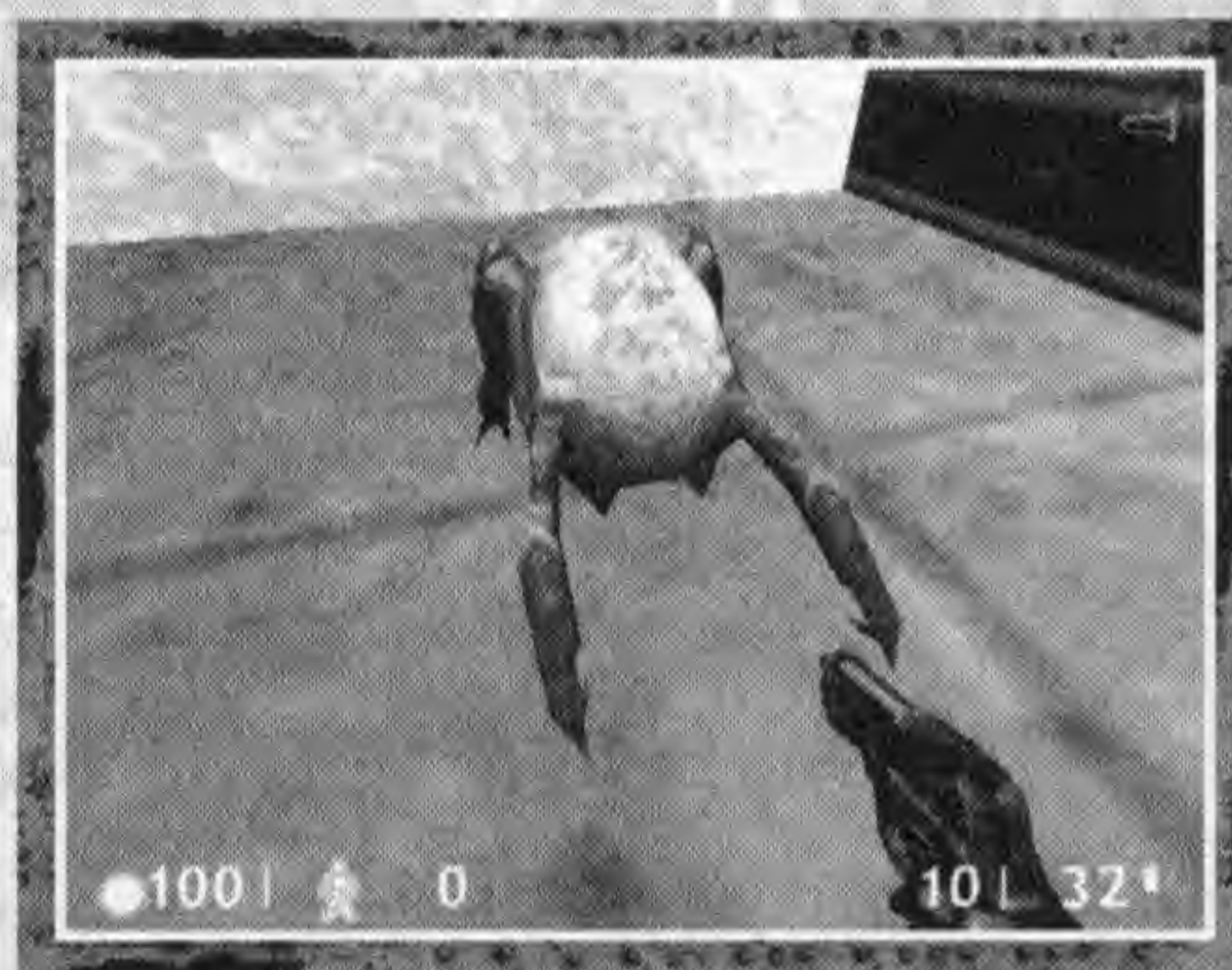
EARLY-GAME ENEMIES

The enemies in the following roster appear in the earliest stages of the single-player game.

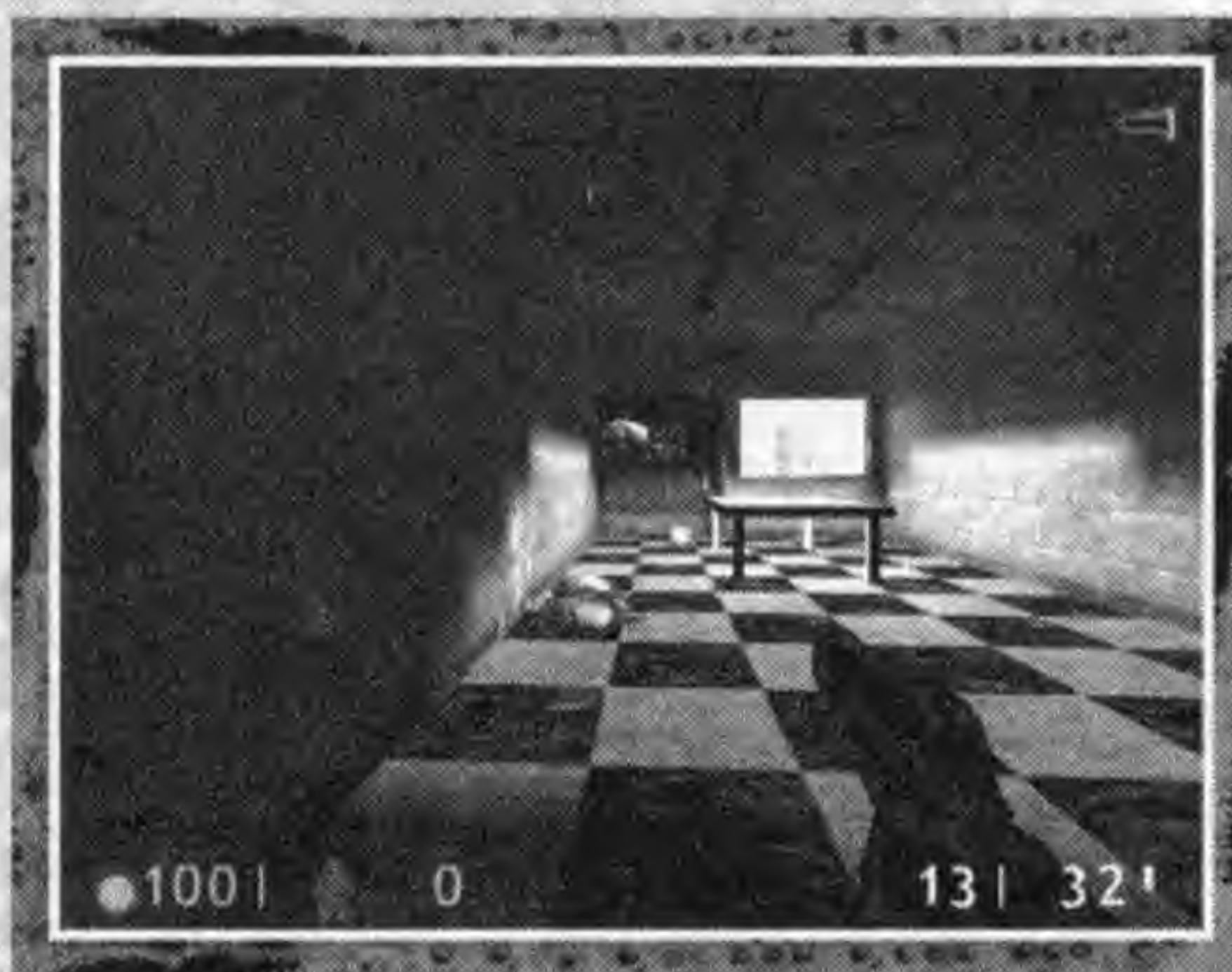
Headcrab

Health: 10/10/20

Damage: Bite, 5/10/10



Headcrabs are tiny creatures that try to jump onto your head. They aren't a major threat, but take care not to let them wear you down.



Headcrabs possess no long-range attack, but can leap at your face from short to medium range. Shoot them from long range, so they don't have a chance to strike.



The Pistol is the ideal way to kill Headcrabs. It's accurate, requires only a few shots, and can destroy them from afar. In enclosed spaces, the Crowbar also is effective.

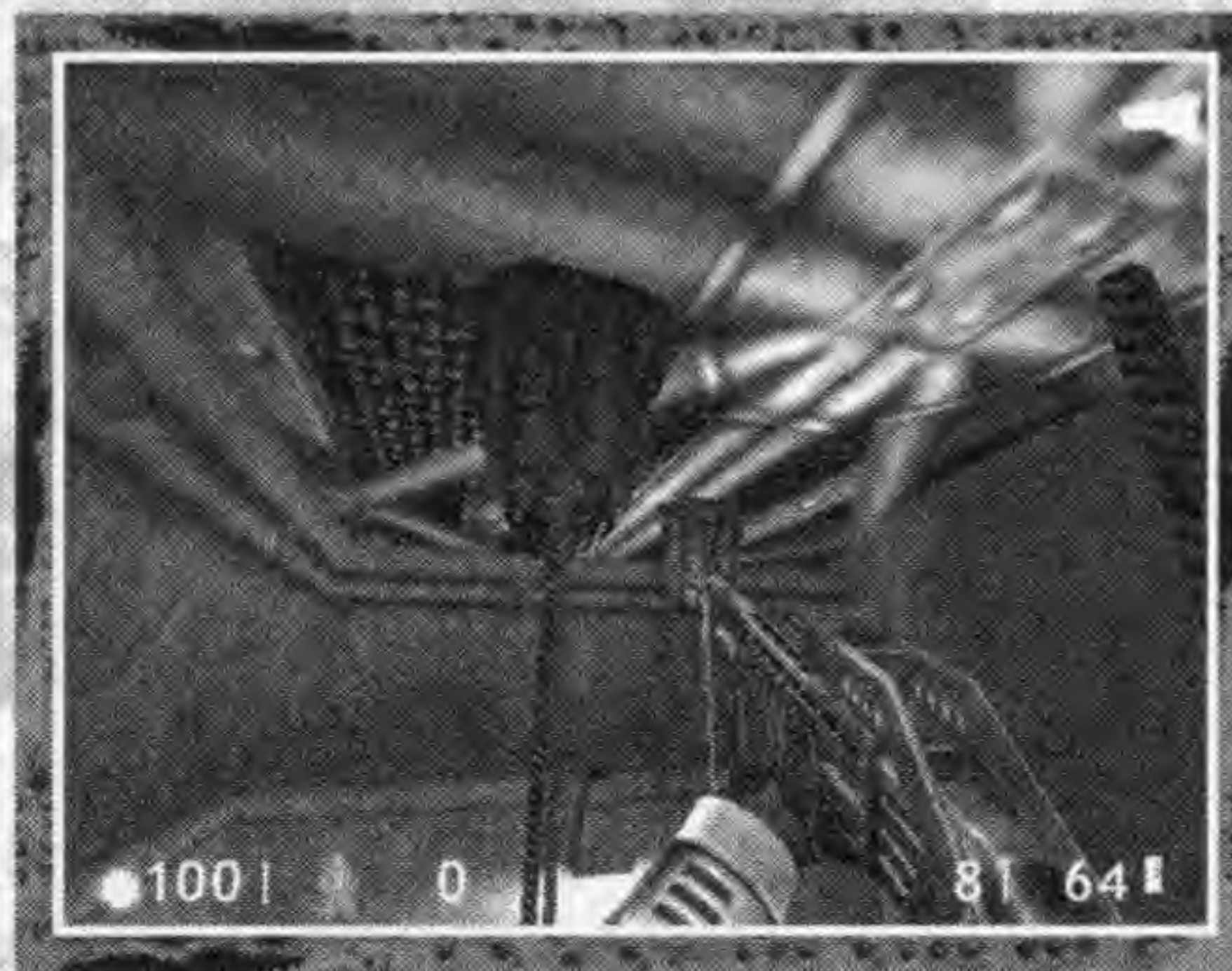
Barnacle

Health: 20/20/20

Damage: Falling damage; can kill instantly if it drags you all the way up.



The Barnacle attaches itself to the ceiling and waits. When a victim passes beneath it, the Barnacle snatches it with its long tongue and pulls it up.



Barnacles typically hang in clusters; if you see one, you can bet there are more nearby. Your best defense against Barnacles is to scan new areas thoroughly.



Once you've spotted Barnacles, stand back and kill them with multiple Pistol shots. As long as you don't stand directly beneath them, they can't counterattack.



If a Barnacle grabs you, you'll immediately be dragged up. Look straight up immediately and fire your weapon rapidly. Kill the Barnacle before you get dragged too far, and you'll drop unharmed. If you're slow, however, you'll be damaged by the fall.



This chapter includes Health and Damage ratings for every enemy.

"Health" is shown as three numbers separated by slashes (for example, 10/10/20). This indicates the unit's Health at each game difficulty level.

The first is its Health at Easy difficulty, the second at Medium difficulty, and the third at Hard difficulty.

"Damage" lists the type of attack (Bite, Slash, Spit) and provides three numbers, again corresponding to the attack's damage at Easy, Medium, and Hard difficulty. Creatures with multiple attacks have each attack listed separately.

Mawman (Zombie)

Health: 50/50/100

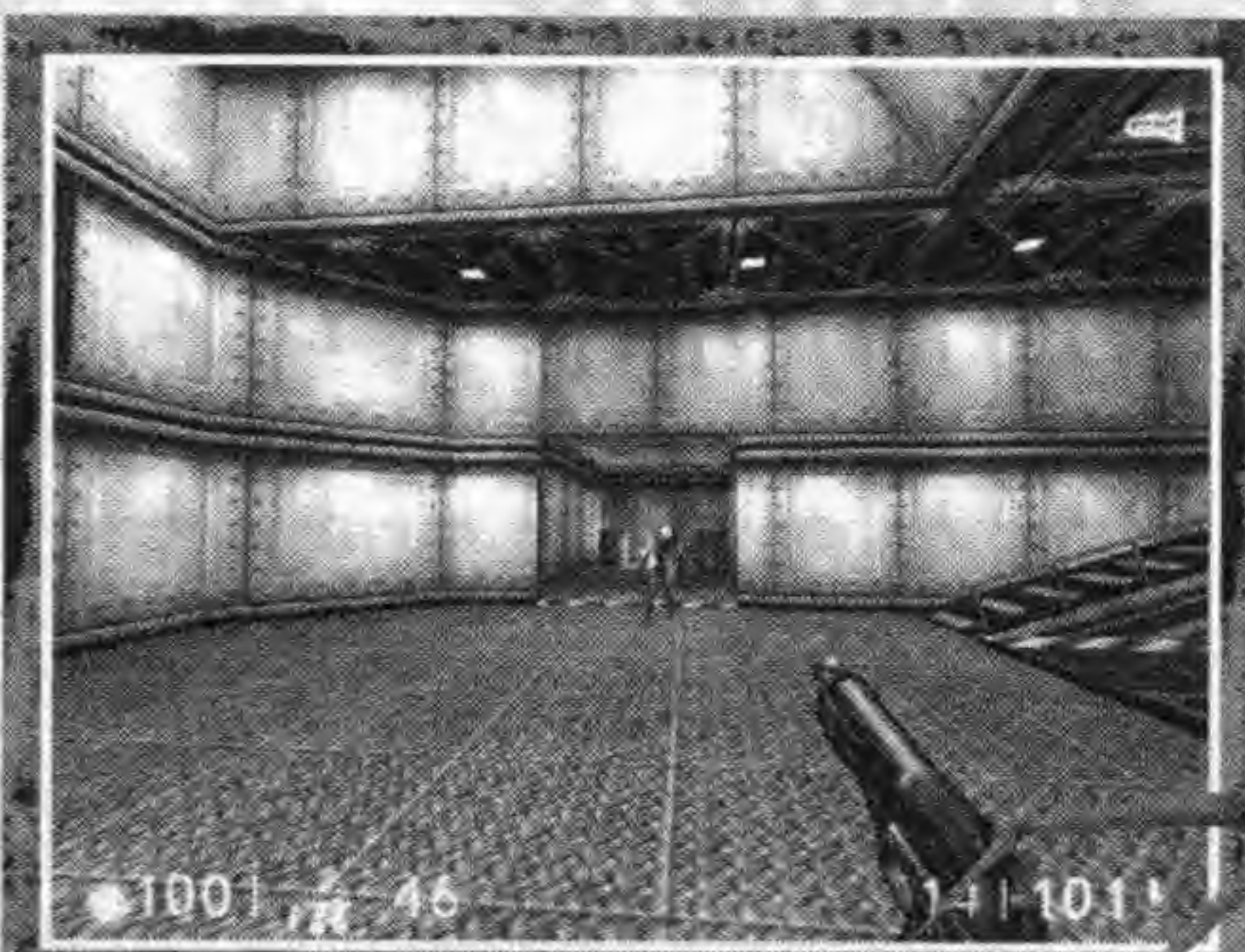
Damage: Single strike, 10/20/20; double strike, 25/40/40



The Mawman is a fearsome sight, but they possess no long-range attacks and they're slow.



Any weapon can make short work of a Mawman, even the lowly Crowbar. The Pistol is usually best.



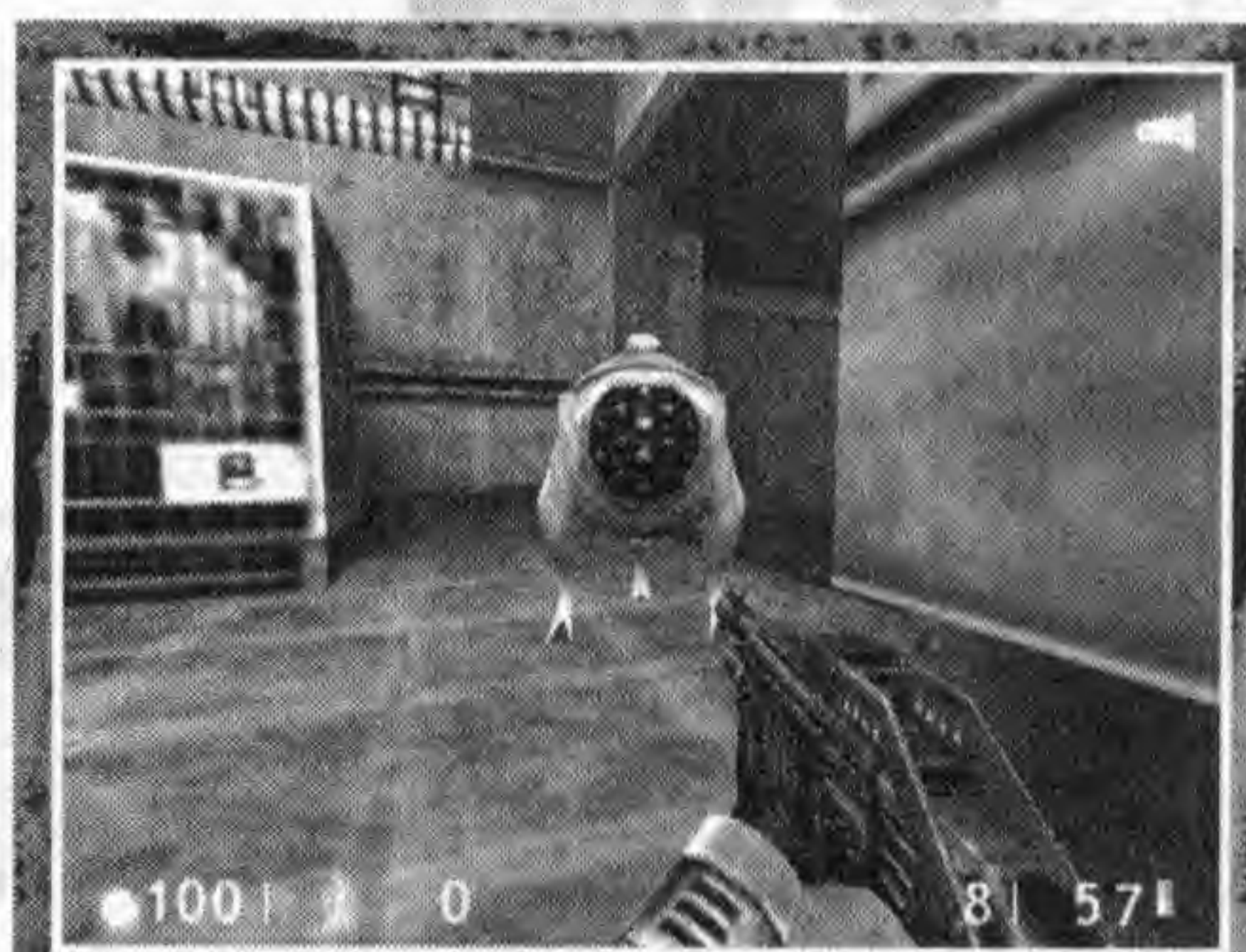
You have nothing to fear from a Mawman if you fight it in open areas. If you get caught in a tight spot with a Mawman, flee to a bigger area.



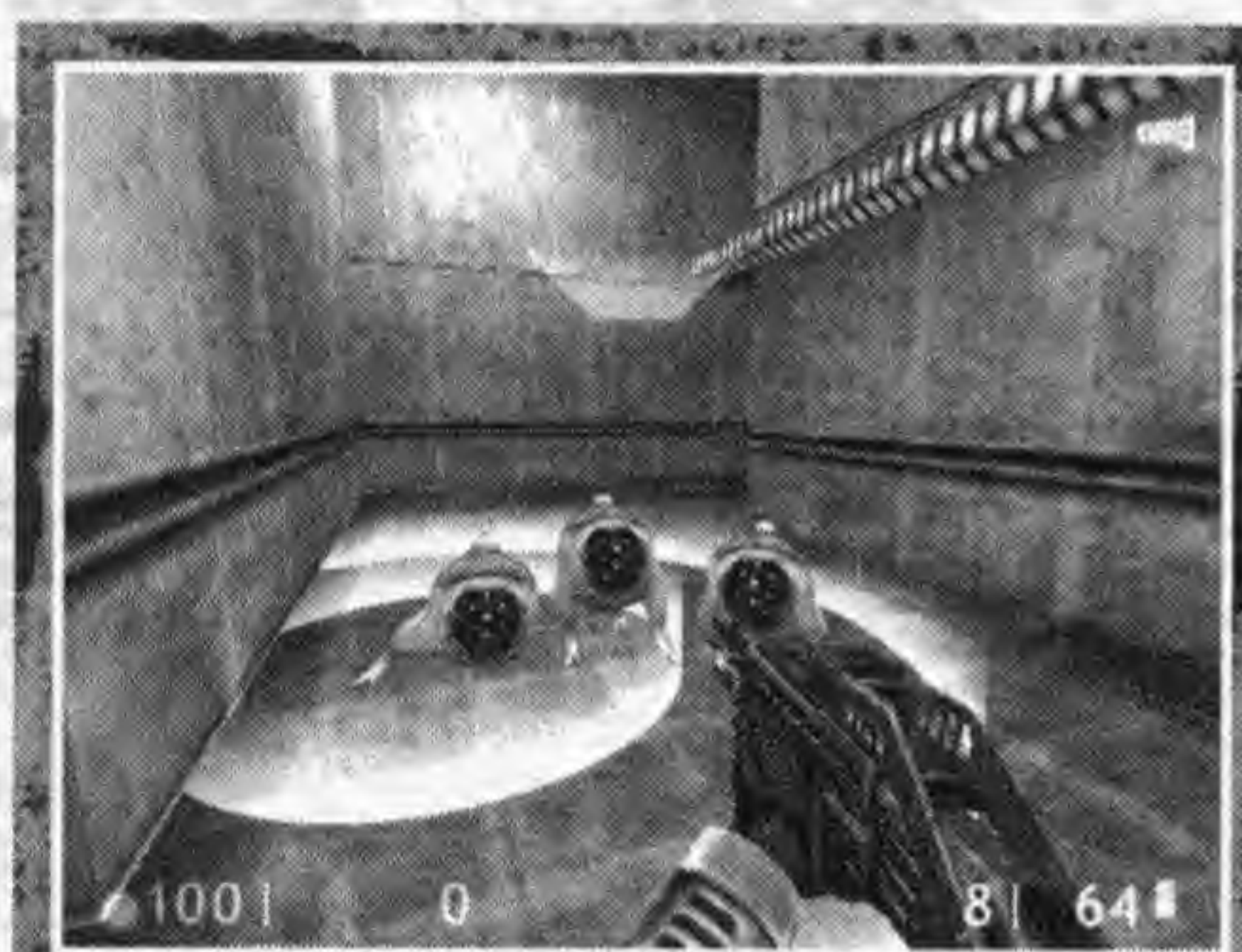
Houndeye

Health: 20/20/30

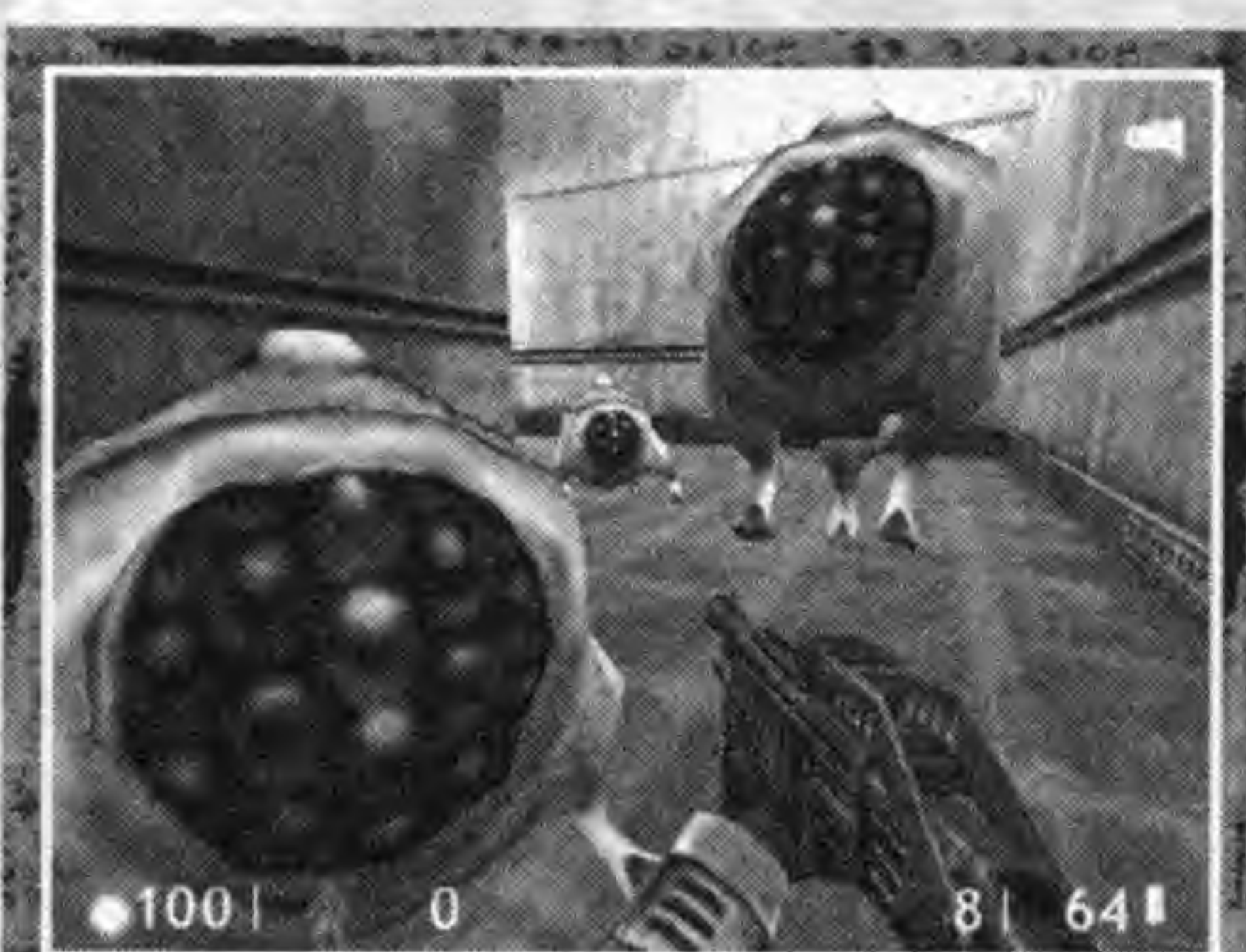
Damage: Sonic blast, 10/15/15 (singly; increases with numbers



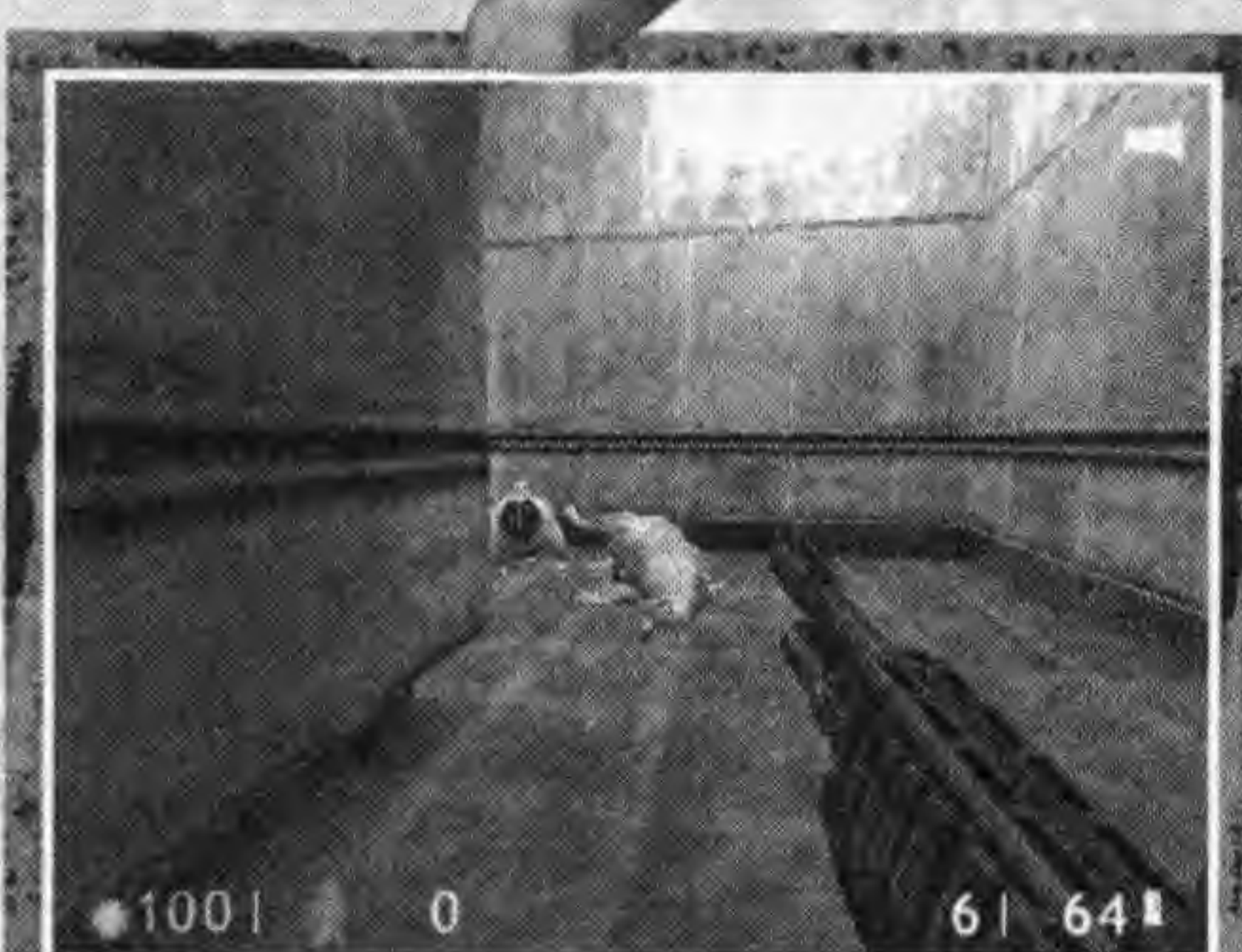
Houndeyes are three-legged alien animals with huge, sonic "eyes." Houndeyes aren't terribly fast, but they can be tough in packs.



The Houndeye's attack is a sonic blast. You can tell when it's coming, because it "charges up" for a second or two before letting loose. When you can, confront Houndeyes near a corner or large obstacle, where you can hide to avoid the sonic blast.



Houndeyes gain strength in numbers, because their attacks gain additional power. This makes packs of Houndeyes tougher than they appear.



A good policy is to retreat as you fight Houndeyes. Force them to approach you from long distances, or from around a corner, where you can kill them with a Shotgun blast.



When fighting Houndeyes, hit them hard, and then run for cover from their sonic attack. Standing your ground and slugging it out is seldom a good idea.

Vortigaunt

Health: 30/30/60

Damage: Minor rake, 8/10/10; Major rake, 25/25/25; Electrical bolt, 10/10/15



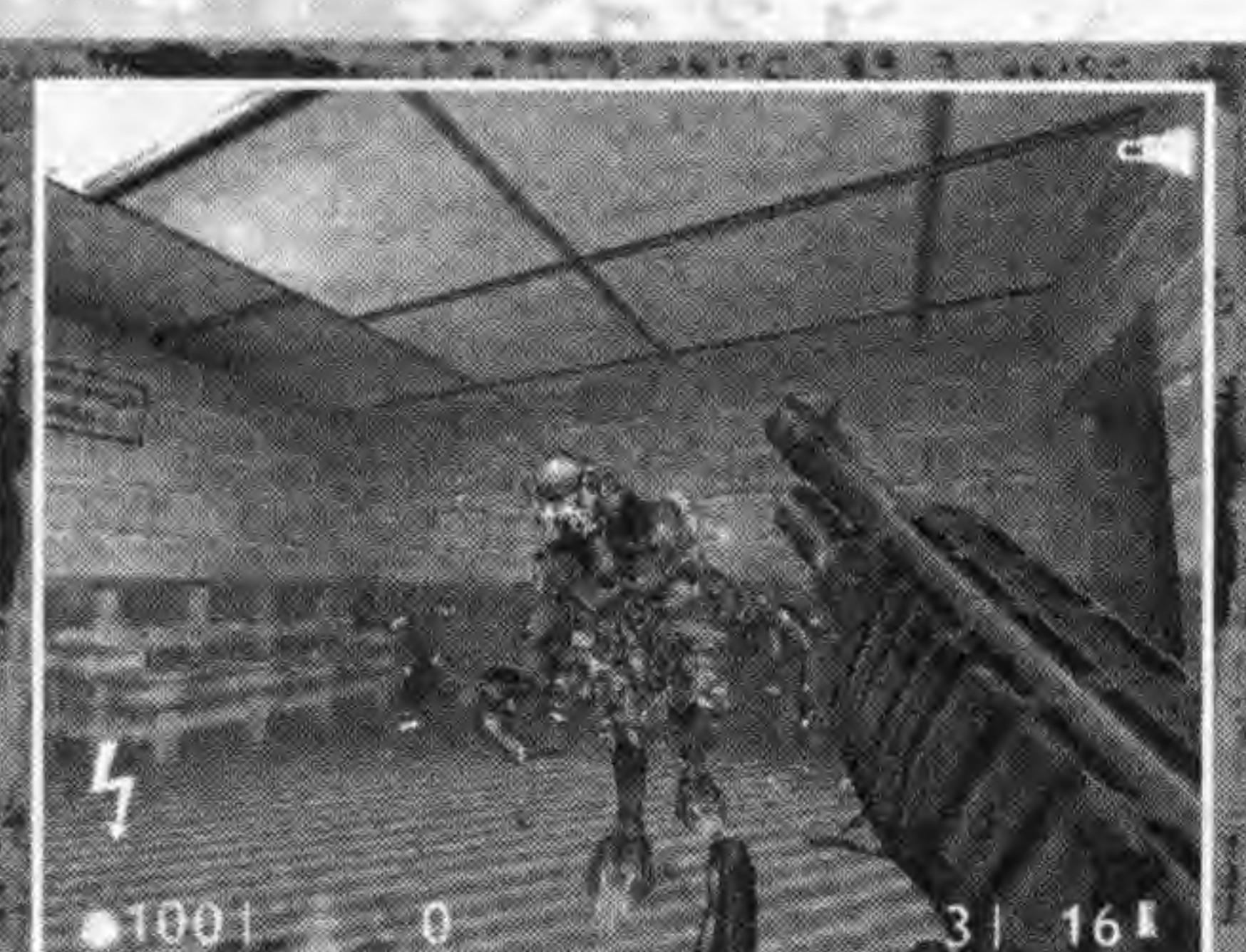
Vortigaunts are low-level aliens with powerful electrical attacks. They're slow and fragile, but they can deal significant damage.



Spot them immediately and shoot them with a reasonably powerful weapon, and you can neutralize them before they can get in a single attack.



Vortigaunts "charge up" briefly before their electrical attacks. This gives you time to duck behind an obstacle.



The Shotgun is a good weapon for killing Vortigaunts, as is the Combat Rifle. Anything bigger is usually overkill.

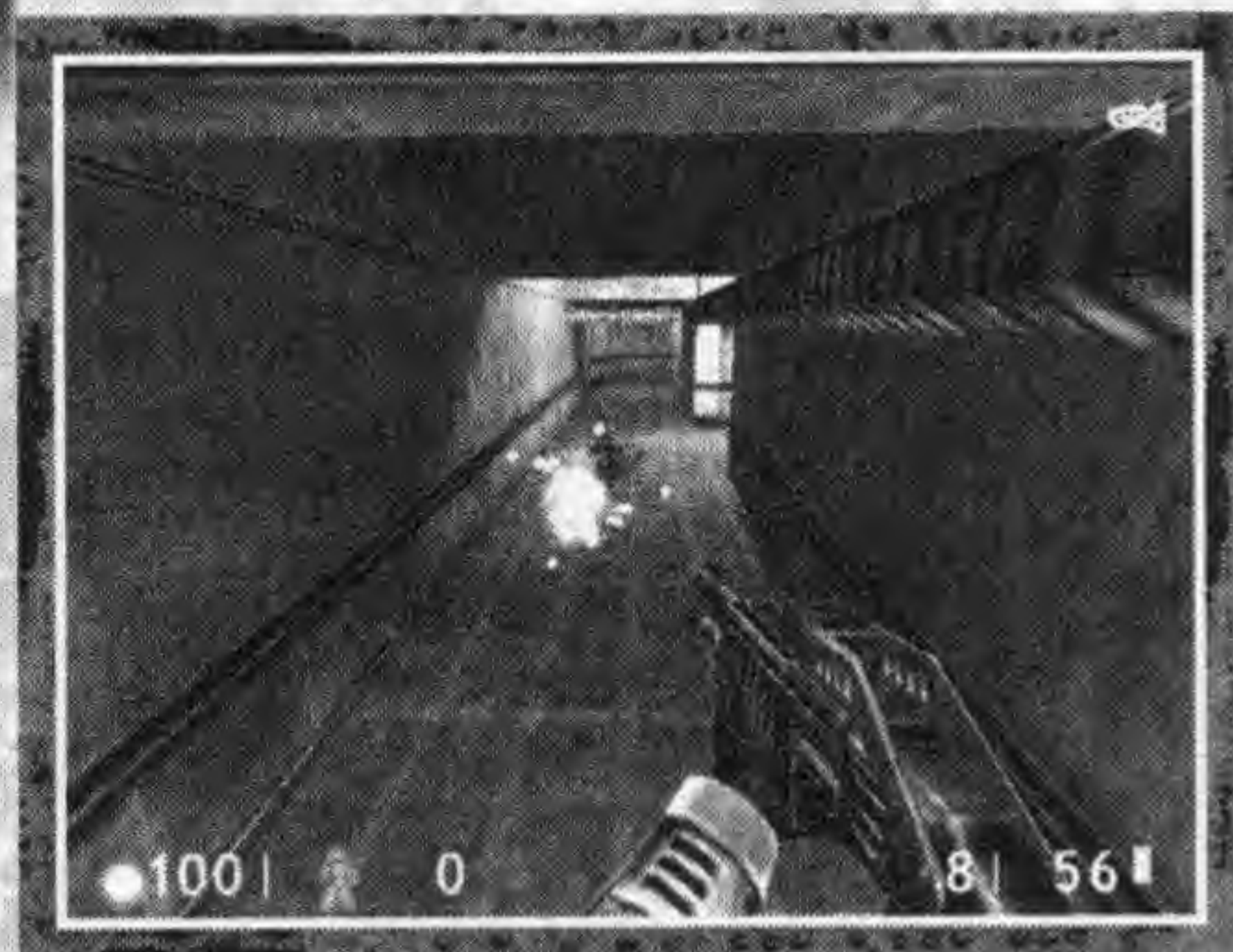
MID-GAME ENEMIES

These enemies appear near the game's middle stages. Generally speaking, they're a much tougher crew than the foes you've encountered before.

Bullsquid

Health: 40/40/120

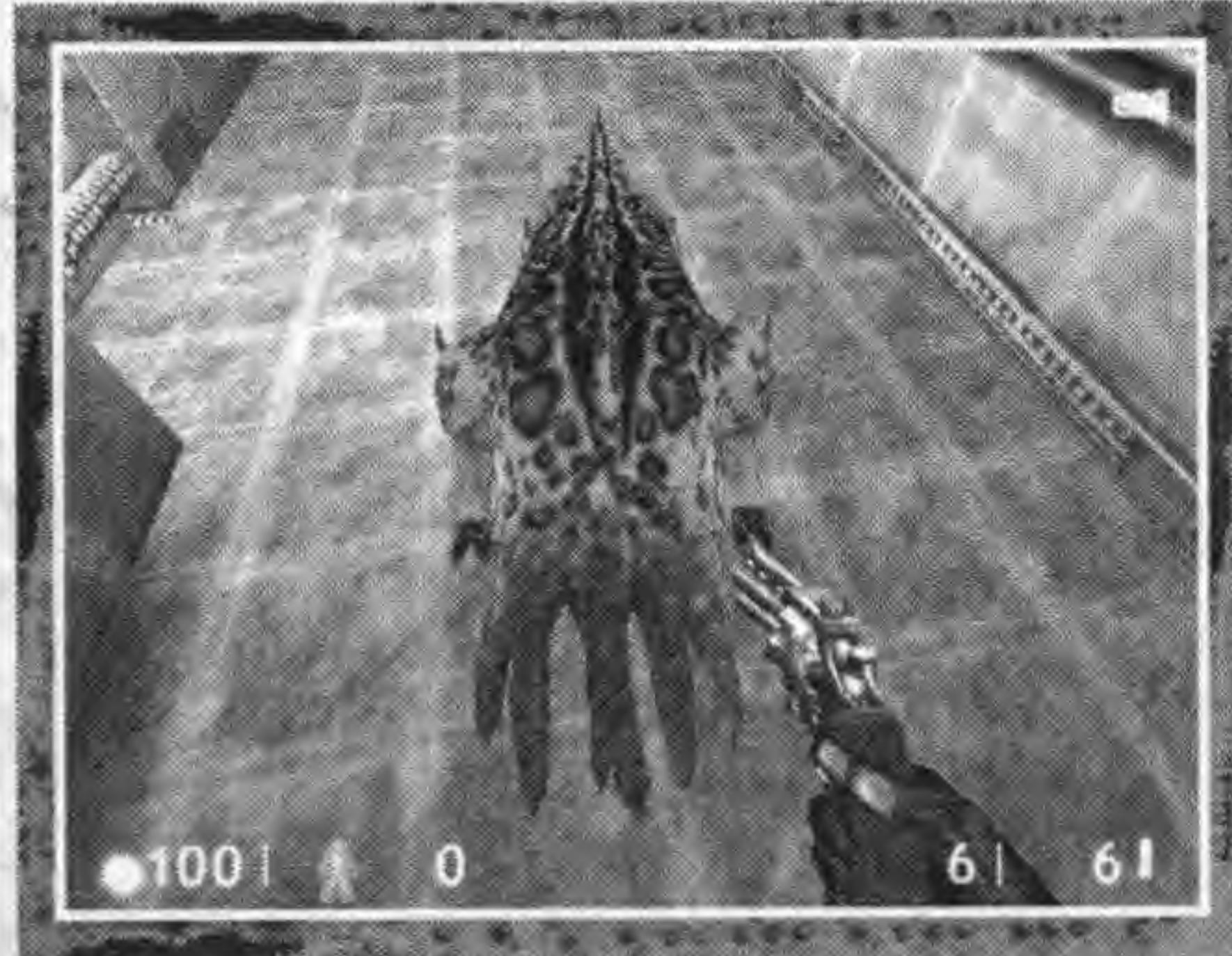
Damage: Bite, 15/25/25; Whip, 25/35/35; Spit, 10/15/15



Bullsquids are alien creatures that can spit acid or attack you at close range. Keep your distance: the Bullsquid's acid spit isn't as bad as its close-range attacks. Also, the spit attack is slower than most projectiles, and you can dodge it.



Bullsquids can be tough or weak, depending on where they are. Up close they're a threat, but at a distance they're just a nuisance.



Use the Shotgun, Combat Rifle, or .357 Magnum on up-close Bullsquids. Faraway Bullsquids can be killed with the Pistol.

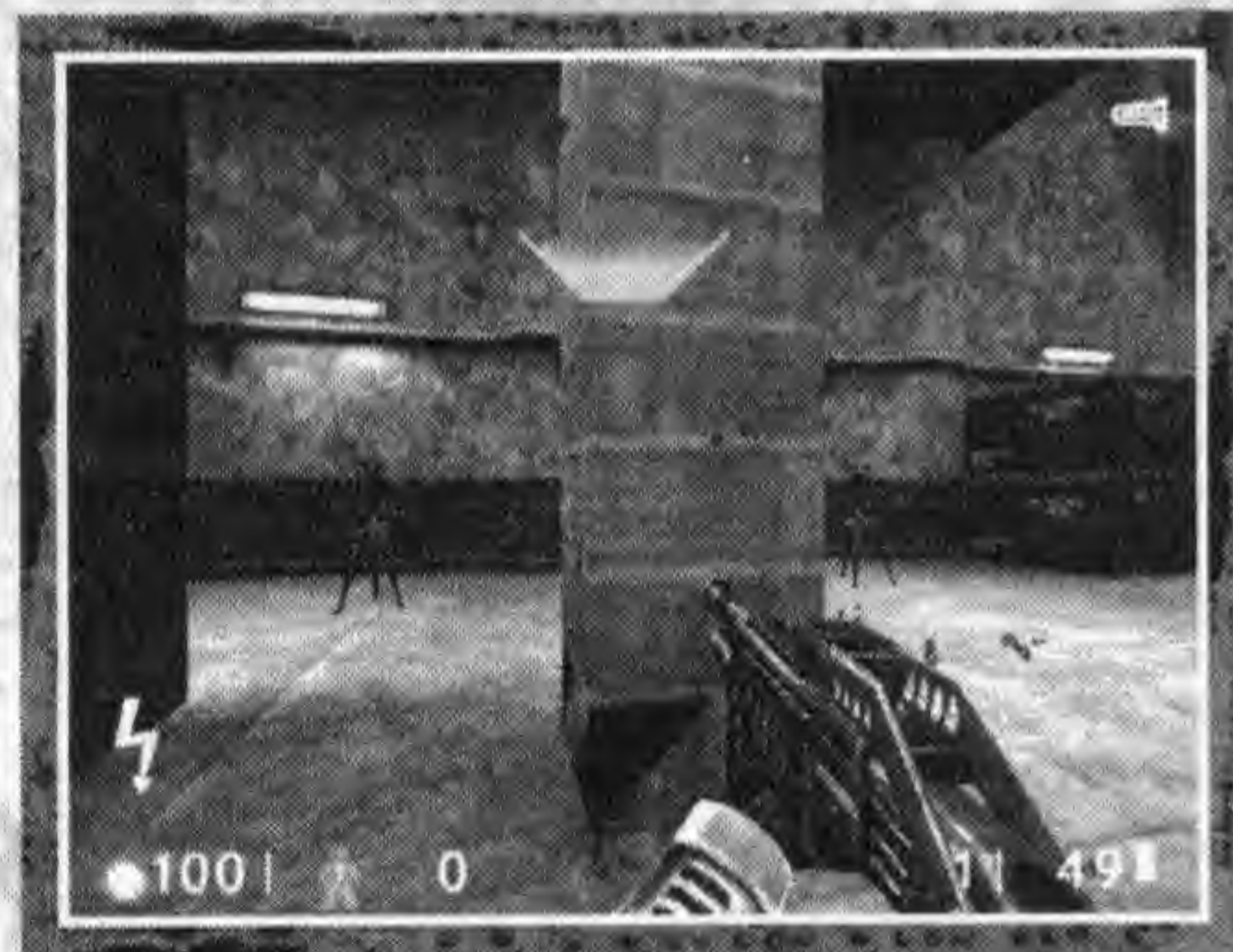


Bullsquids are easily distracted by Headcrabs and Grunts, which they'll attack on sight. Sometimes you can attack the Bullsquid while it's busy attacking its foes.

Stationary Weapons

Health: Varies

Damage: Varies



You'll encounter a variety of stationary weapons in *Half-Life*. These include unmanned weapons, such as Tripod-Mounted Chainguns and Automatic Turrets. These weapons attack independently and are triggered in various ways, which are covered under their individual descriptions. For this reason, these weapons should be treated as enemies



You'll also find a few weapons, such as Heavy Machine Guns, that you can operate if you walk up to them.



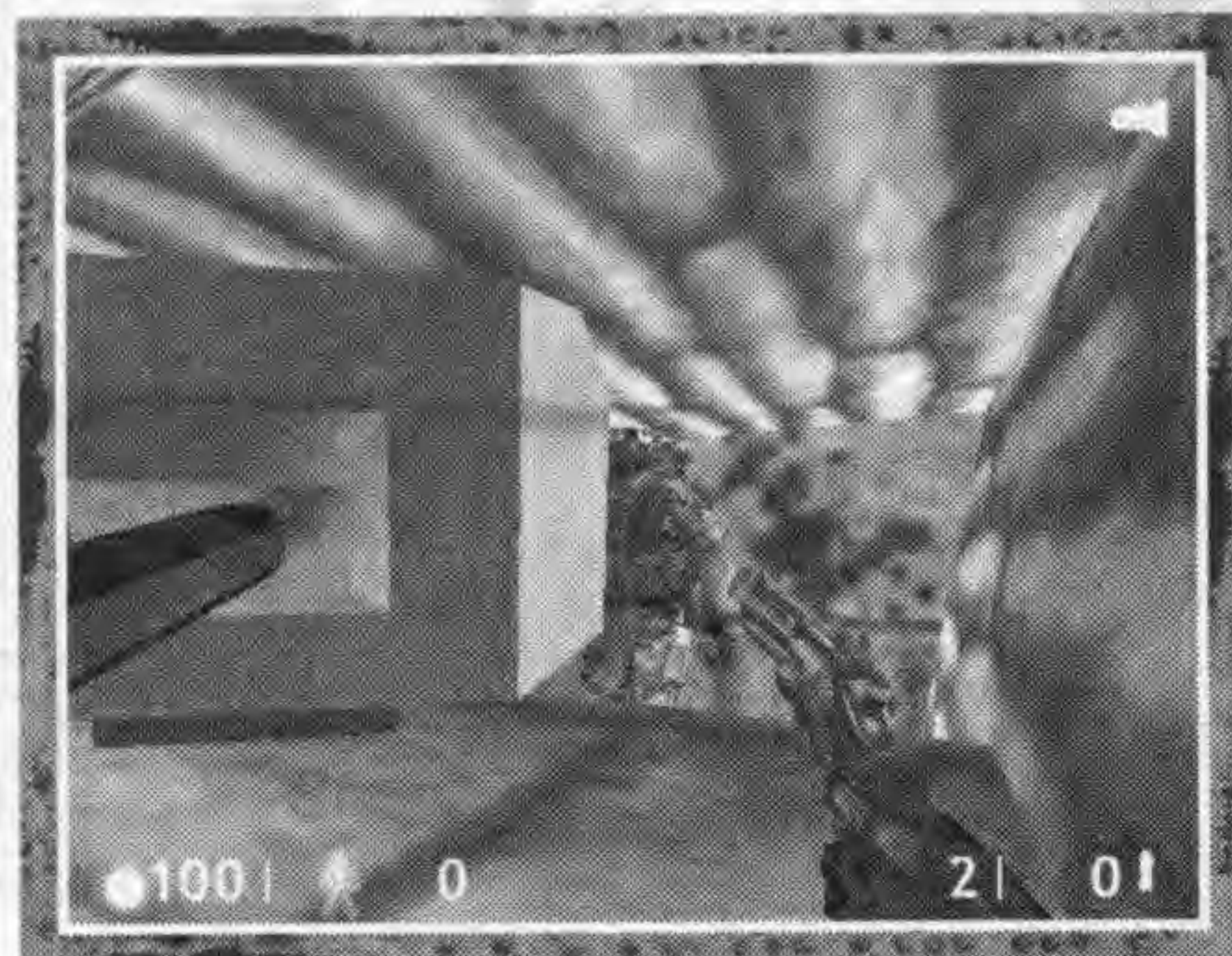
Tripod-Mounted Chainguns are activated by red laser beams and proximity. Either destroy them, or stay back and avoid the beams that trigger them.



Ceiling-Mounted Turrets can be destroyed, avoided, or shut off with a power switch (usually mounted on the wall somewhere nearby).



Grenades are good against Tripod-Mounted Chainguns—mainly because the Chainguns can't run away.



To deal with manned weapons, simply kill the Grunt in charge. We'll cover specific tactics for this in the actual walkthrough.

Grunts/Squad Leaders

Health: 50/50/80

Damage: Kick, 5/10/10; Shotgun Pellets, 3/5/6; Combat Rifle, 3/4/5



Grunts and Squad Leaders are government troops. Grunts are tough enemies, especially in groups; Squad Leaders are even tougher. They possess Combat Rifles or Shotguns, and they throw Grenades.



Grunts are crafty. They like to run and use cover. They also try to flank you and get behind your cover. This makes it a bad idea to sit still for long when you fight them.



Also, Grunts use Grenades to flush out their targets. It's a bad idea to remain behind cover that a Grenade can be thrown over.



Flush out Grunts using the reveal-and-retreat tactics discussed in the General Strategy chapter. Make them fight on your terms, not theirs.



If possible, try to make Grunts approach you from around a corner. Use the Shotgun's secondary fire mode, a .357 Magnum bullet (preferably to the head), or a Crossbow bolt on them.



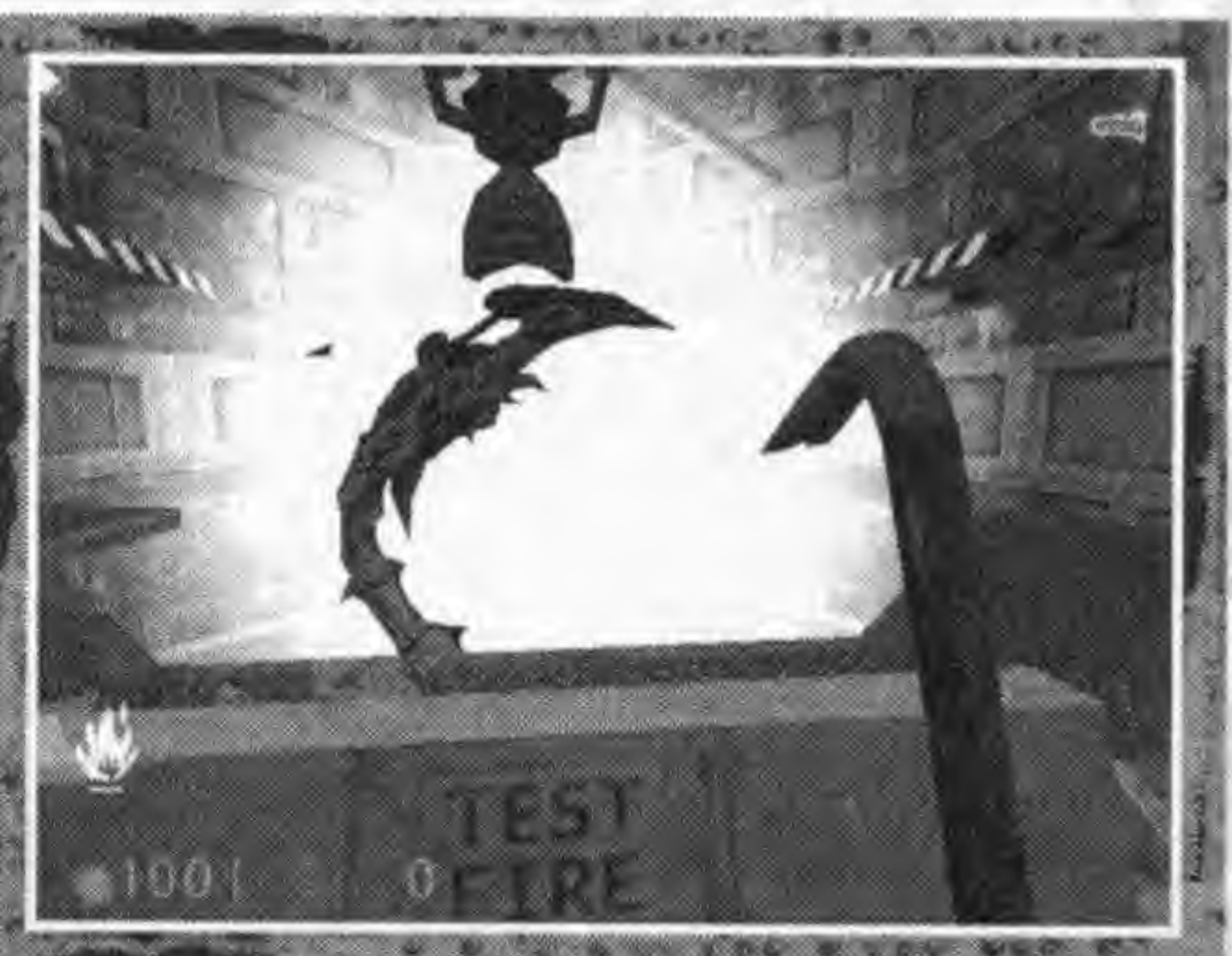
Tentacle

Health: Immune to Conventional Weapons

Damage: 300/300/300



Tentacles are massive and deadly. Despite their immense power, Tentacles are very limited: they have no long-range attack, and can't move from where they're rooted.



You can't kill Tentacles using conventional weapons. You'll either have to kill them via special means, or just avoid them.



Tentacles can't see you; they only *hear* you. If you crouch and crawl along the ground, the Tentacle is likely to lose track of you. If you make noise by running or firing a weapon, you'll give your position away.

TIP

If the Tentacle knows where you are, throw a Grenade or Combat Rifle Grenade to distract it. The Tentacle will home in on the noise of the explosion, leaving you alone for a while.



If you hurt a small Tentacle enough, it'll temporarily withdraw into its hole. This gives you time to get past it. (The larger Tentacle in the Missile Silo will never withdraw, however.)

Hagworm

Health: 2/2/2

Damage: Bite, 2/2/2



Hagworms, or "Leeches," are tiny underwater foes. Their bite does miniscule damage, but if they swarm you, the damage can add up. Also, they tend to get in your way and block you as you swim.



Carry the Crowbar while you swim, and swing it in front of you continually. It'll smash any Hagworms in your way, clearing a path.



Gargantua

Health: 800/800/1000

Damage: Slash, 10/30/30; Fire, varies (usually 25 on first contact; more if you stand in the flames); Ground Fire, 50/100/100



A Gargantua is a massive creature that's surprisingly agile for its size. It isn't very observant, but once it catches sight of you, it's relentless.



At close range, Gargantuas blast you with a stream of flames. At long range, they can stomp the ground and send a fire along its surface toward you. And at *extremely* close range, Gargantuas can slap you silly with their massive arms.



These creatures are fast. But, they're too big to enter some areas, and they have more trouble getting around obstacles than you do.



You shouldn't kill Gargantuas using conventional weapons. On two occasions, you must kill a Gargantua using features built into the level itself. On two other occasions, you're expected to sneak past, evading the Gargantua but not killing it.



It's possible to kill a Gargantua with conventional weapons, but it's a massive waste of ammo. Instead, always look for ways to run past it, avoid it, kill it with special features of the level, or hide until it loses interest.



If you leave the Gargantua's field of vision long enough, it eventually leaves to wander around aimlessly.



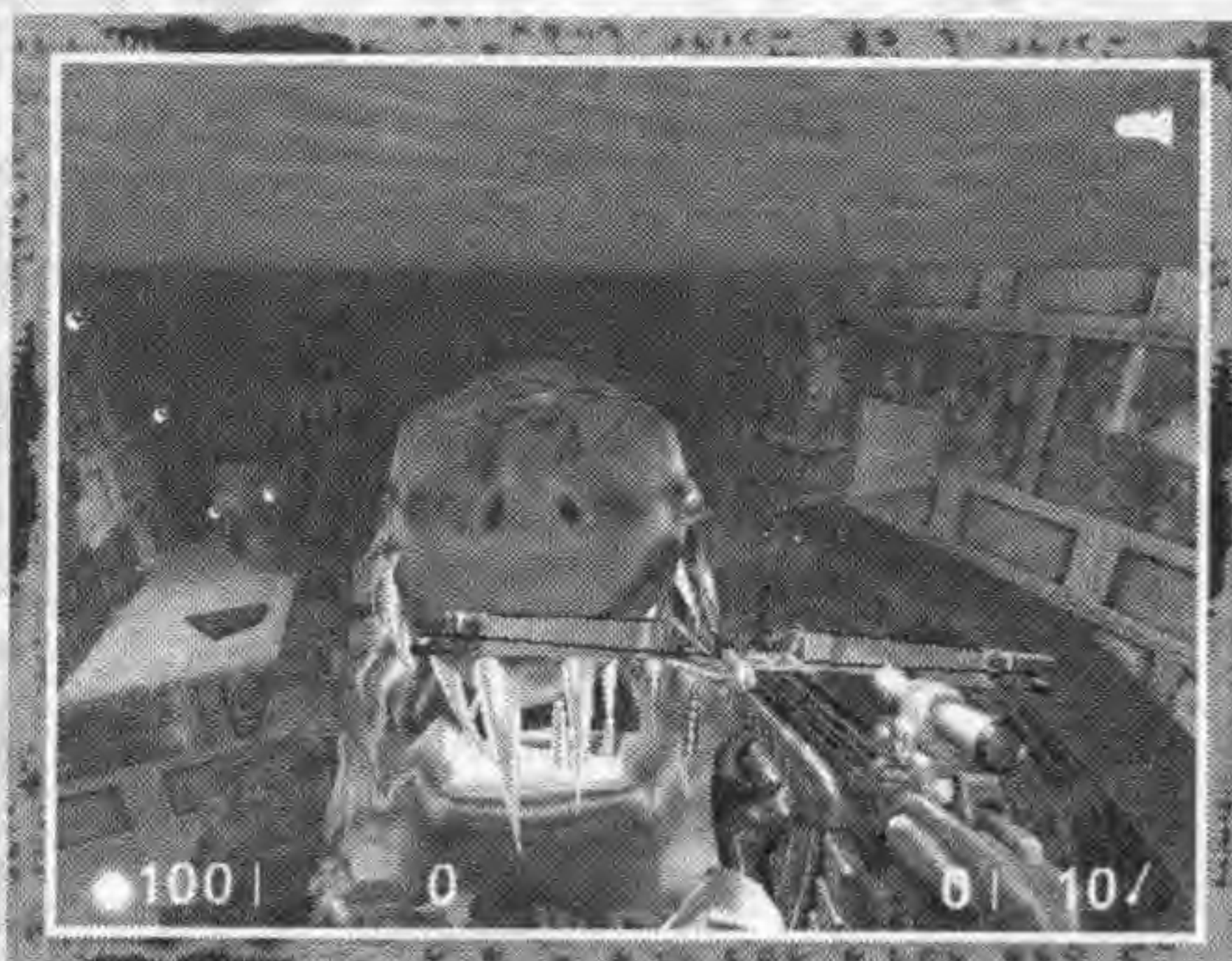
Ichthyosaur

Health: 200/200/400

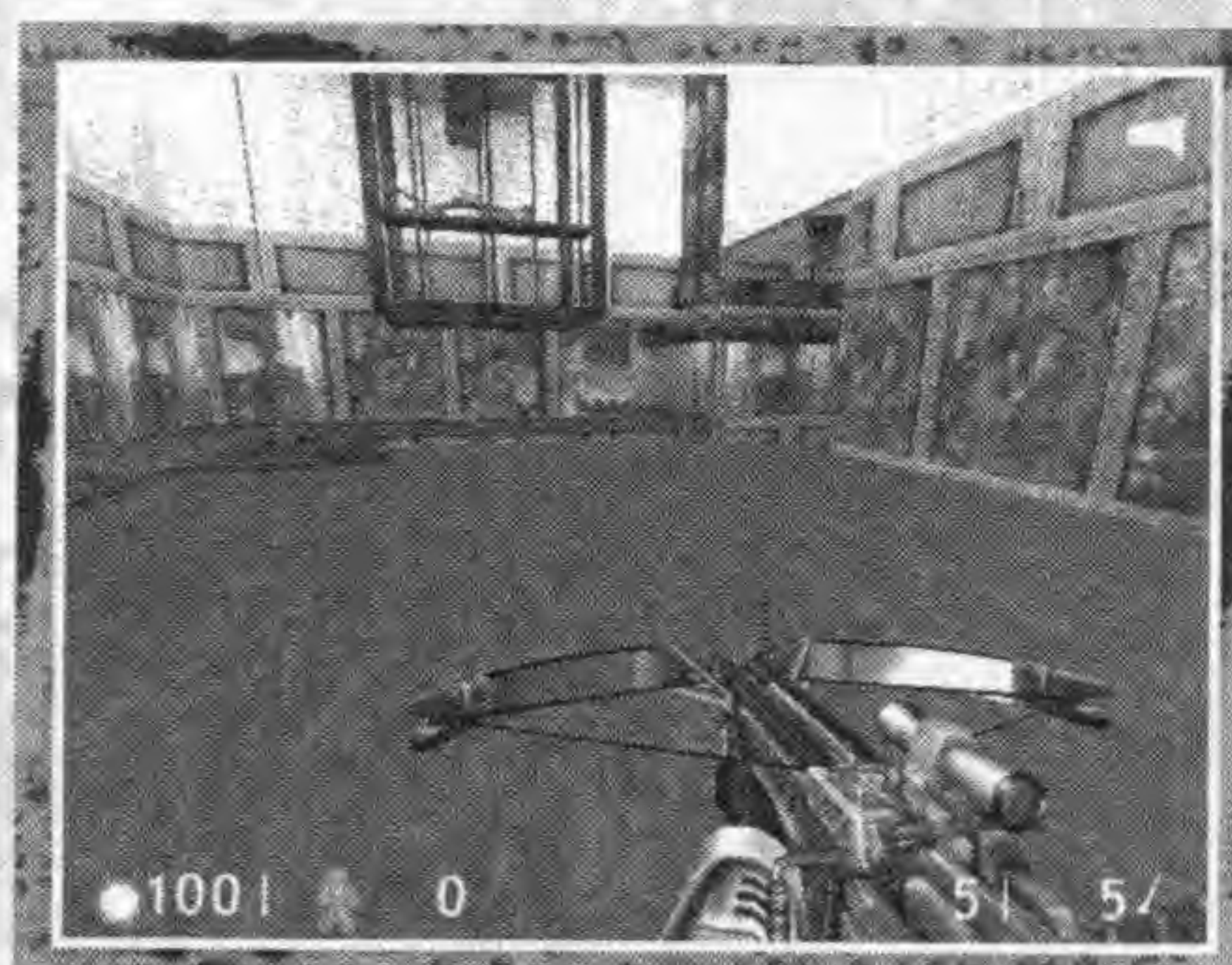
Damage: Shake, 20/35/50



Ichthyosaurs are powerful and fast underwater dwellers. They're very fast swimmers, so you're in trouble if one comes after you.



The two ways to deal with an Ichthyosaur are to swim backward, firing the Crossbow into its mouth to kill it, or to stay close to the surface and jump out of the water before you get bitten.



Try to have a Crossbow with at least 10 bolts before you dive, even if this means conserving Crossbow ammo at other times.



You can occasionally attack an Ichthyosaur from land, when it surfaces. You have to be fast, though.



Assassin

Health: 30/50/50

Damage: 8/10/10



Assassins are deadly. They're the only enemies in the game that are *much* faster than you.



Assassins' speed and ability to sneak up from behind can be frustrating. They can also leap over your head, landing behind you.



The easiest way to deal with Assassins is to retreat to a sheltered area with a wall at your back. It's best if the Assassin has to attack you from around a corner.



Equip a potent weapon, such as the .357 Magnum, and wait for the Assassin to round the corner. Fire quickly when the Assassin appears.



Laser Mines also work well. Place one near the corner and retreat; the Assassin is likely to detonate the mine in her zeal to kill you.



Above all, be patient. Running after Assassins can result in disorientation and surprise attacks. Force Assassins to come to you, instead.



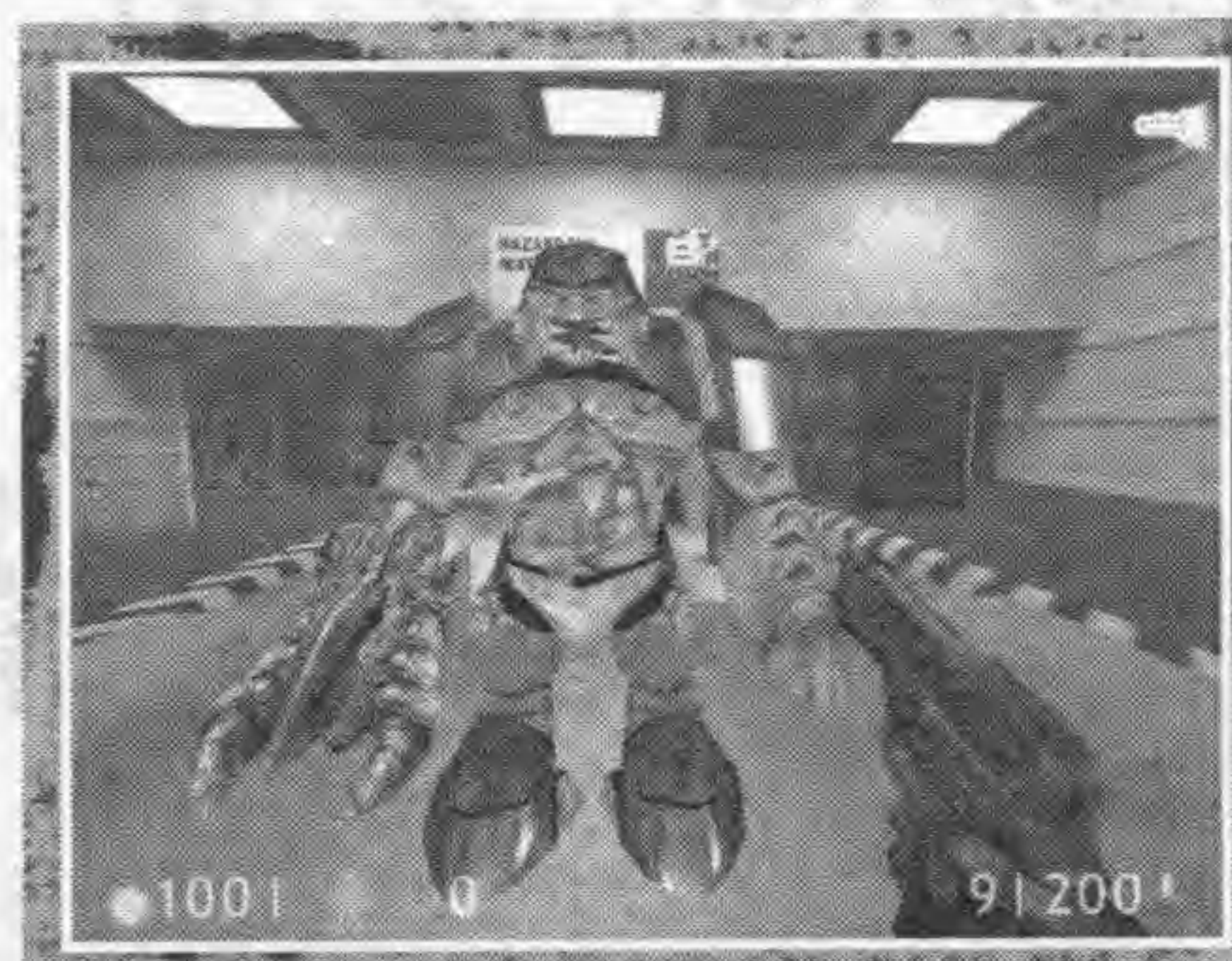
LATE-GAME ENEMIES

This last set of enemies is a truly formidable crew. You'd better hope you learned something from those early enemies!

Alien Grunt

Health: 60/90/120

Damage: Punch, 10/20/20; Hornets (from Hivehand), 4/5/8



The Alien Grunt is a hulking, armored alien equipped with a Hivehand—a weapon you'll find late in the game.



Alien Grunts' homing projectiles are hard to avoid. Also, Alien Grunts are more durable and possess better armor than human Grunts, so they can't be killed easily.



Use great weapons like the .357 Magnum or Crossbow against Alien Grunts. Try to kill them quickly.



The back and shoulders of the Alien Grunt, and the back of its head, are heavily armored. Learn to shoot for exposed flesh, not armor.



Do your best to get rid of Alien Grunts quickly. Aim for the face, when possible, and use your best weapons.

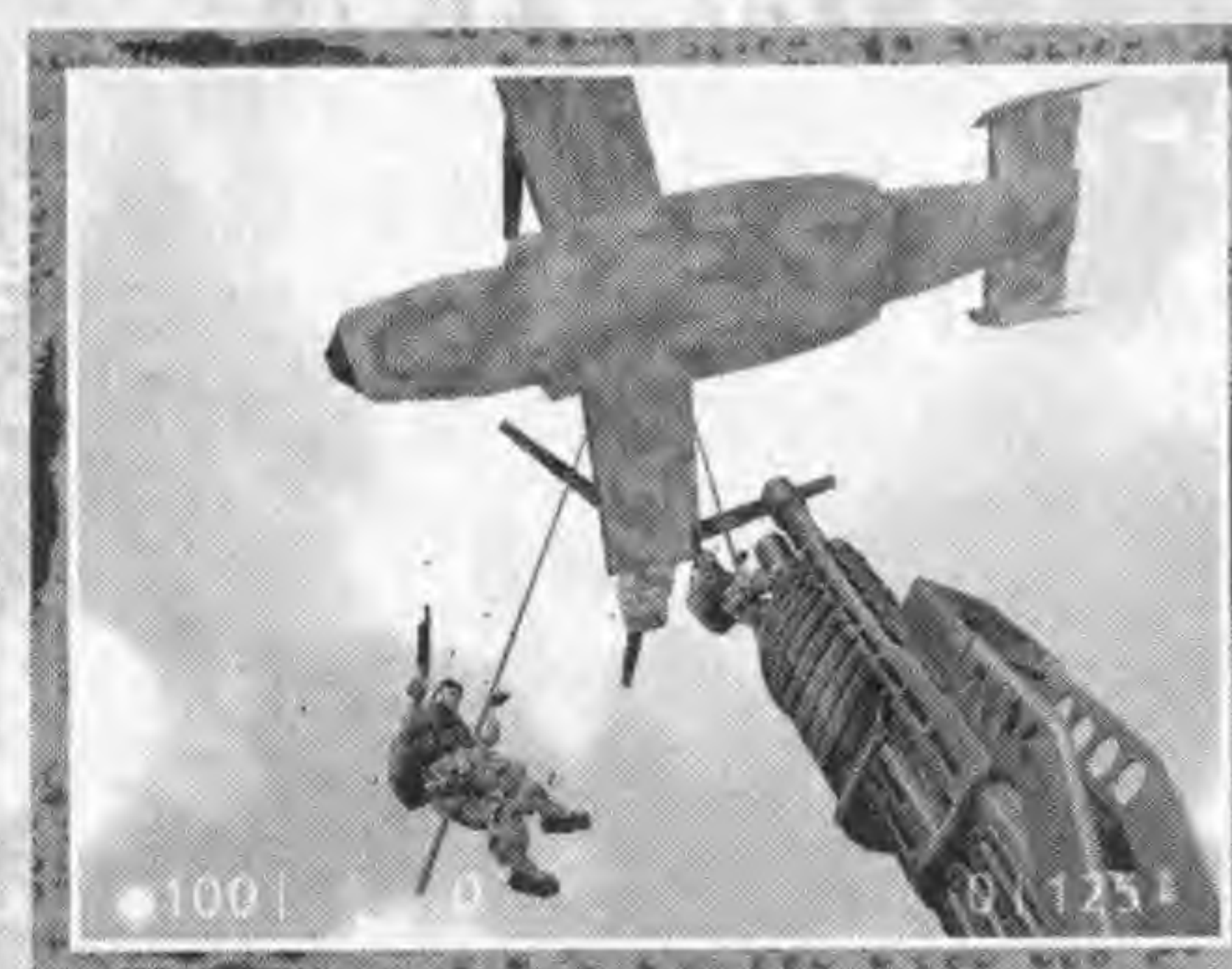
Helicopters (Apache and Osprey Heliplane)

Health: Apache, 150/250/400; Osprey, 400/400/400

Damage: Apache Rocket, 150/150/150; Apache 12mm Gun, 8/10/10 (10 rounds per second)



The Apache is a high-powered attack helicopter capable of firing both rockets and a Heavy Machine Gun.



The Osprey Heliplane is a combination helicopter-plane. Its main task isn't to attack you directly, but to drop paratrooper Grunts.



The Apache will fire its rockets if you stand still for quite awhile, and that's good, because a rocket hit will almost always kill you outright. Instead, you'll usually find yourself dealing with the Chaingun.



The best policy against these helicopters is to hide when not firing. When firing, use only the RPG or the Tau Cannon's secondary fire mode. Aim for the engines.



Only attack an Apache when it's flying away from you. This isn't too hard if you listen carefully; you can tell by sound whether it's coming toward you or flying away.



You don't always have to kill these enemies. Refer to the walkthrough for when to fight and when to flee.

Tank

Health: Varies

Damage: Varies



You'll face several Tanks as you play *Half-Life*. Some fire rockets, and others artillery-style projectiles. Some have turrets that can spin all the way around, and others can aim only in a narrow arc.



These Tanks all have several things in common: they're all immobile, they can all take punishment, and they're all combated most effectively in two essential ways.



The first way is to hide behind an obstacle at long range, and pop in and out of cover, firing potent weapons, such as the RPG or Tau Cannon.



The second way is to run up close to them, where their turrets have a hard time following you. Keep moving around so the turret can't get a lock, and pick them apart.

Snark

Health: 2

Damage: Bite, 10; Explosion, 5



Snarks are small, scuttling creatures. They deliver a nasty bite, but almost anything can kill them. They last for only about 15 seconds before they explode.



The best policy with Snarks is simply to flee until they die of their own accord.

Xen Master

Health: 60/60/100

Damage: Zap, 15/25/35



Xen Masters are dangerous flying creatures that shoot fireballs. They're highly maneuverable and attack from long range, so slow-firing weapons (such as the Crossbow) and short-range weapons (such as the Shotgun) don't work well against them.



Xen Masters aren't too accurate with their fireballs, especially if you keep moving or use cover effectively. This allows you to use the Hivehand; this weapon takes a while to kill a Xen Master, but its accurate homing projectiles are still effective.



If you're in a tense situation and must kill Xen Masters quickly, the .357 Magnum is a good choice. Two bullets are enough to kill a Xen Master at Easy or Medium difficulty.

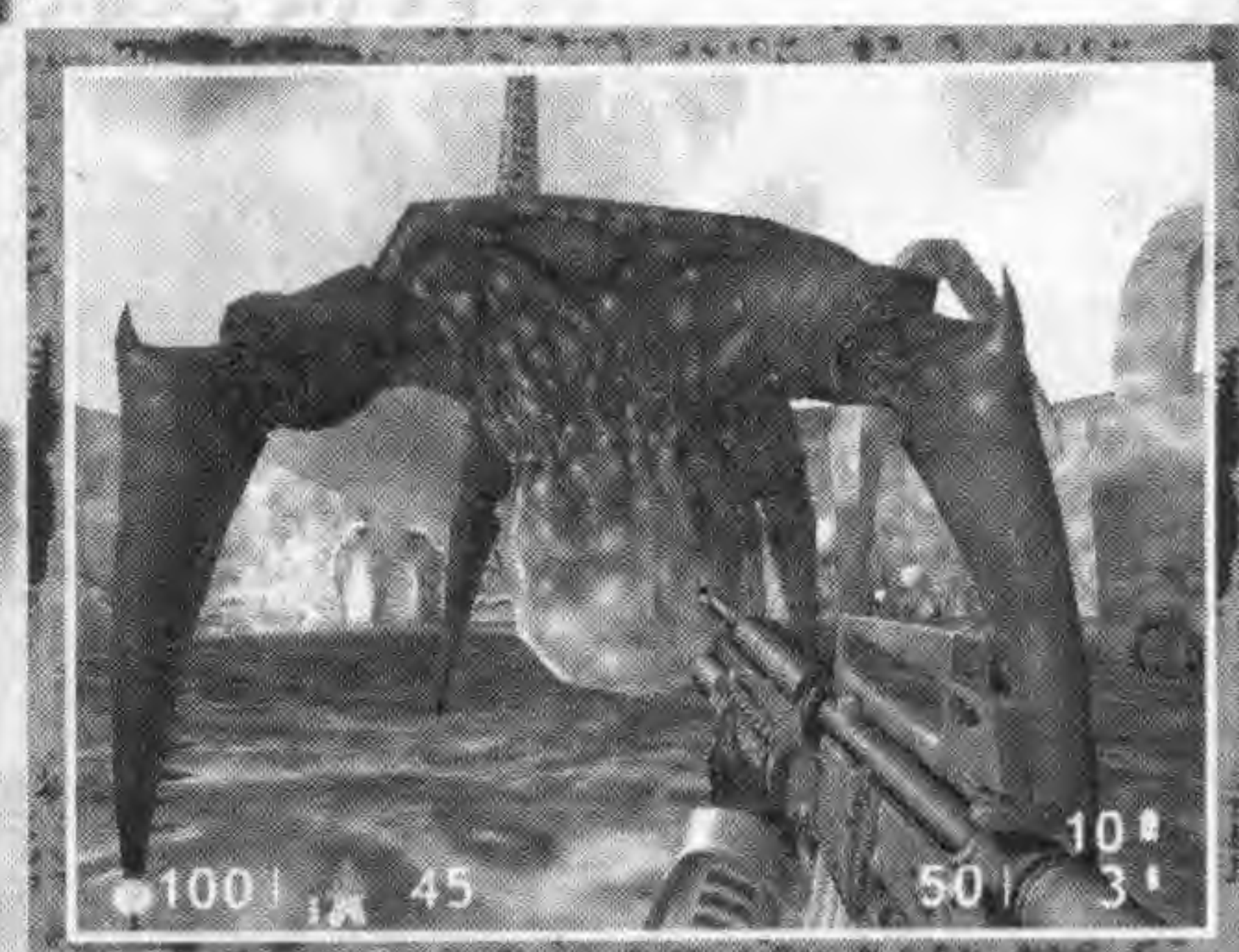


Xen Masters make no noise, so keep a close watch on the skies. Otherwise, your first clue to their presence will be a fireball to the back.

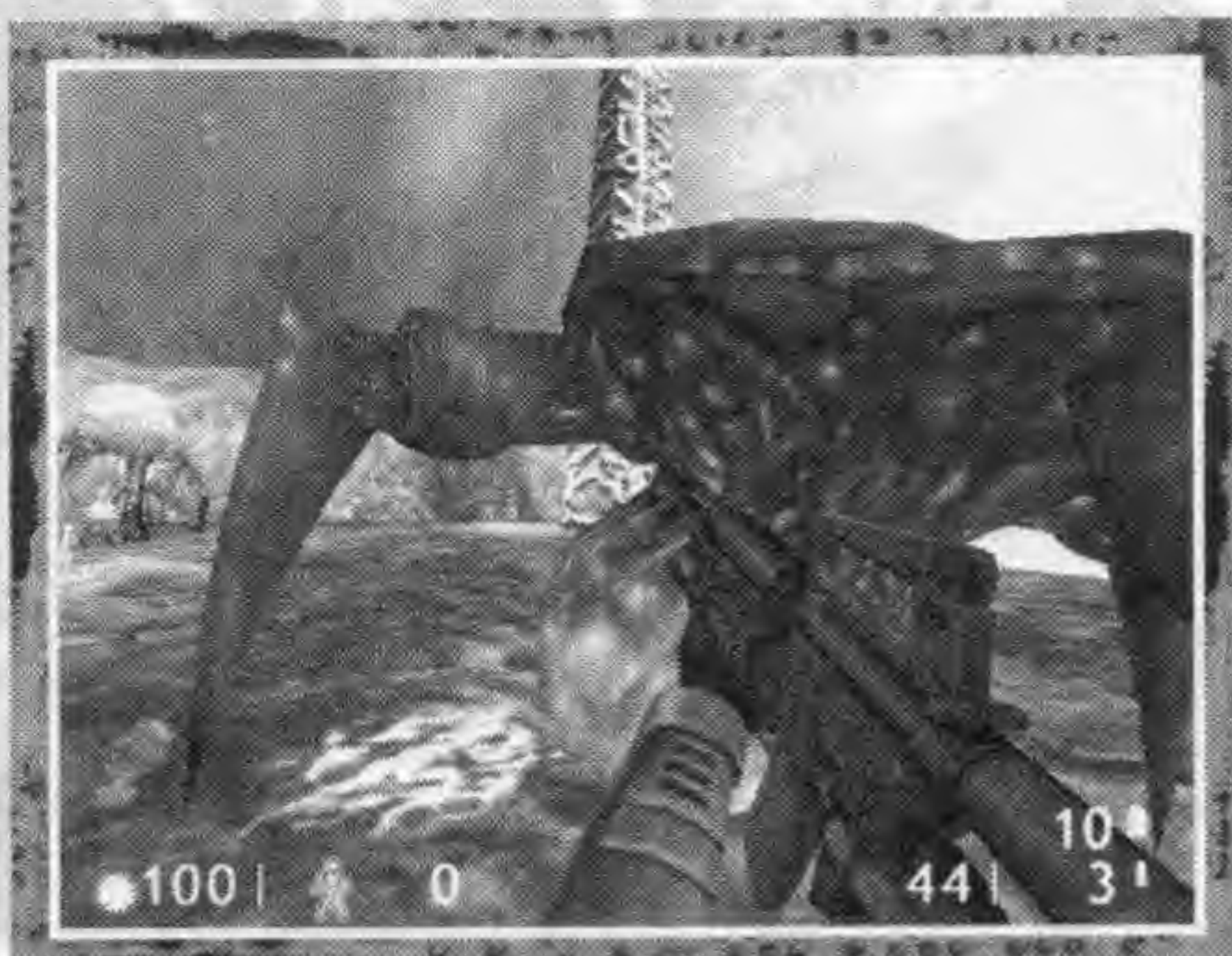
Gonarch

Health: 2100/3150/4200

Damage: Slash, 50/60/70; Blast, 100/120/160; Radius Blast, 250/250/275



The Gonarch is a massive alien consisting mainly of four powerful legs and a huge egg sac. It attacks by kicking, spitting acid, and by spawning creatures akin to miniature Headcrabs.



Don't allow the Gonarch to get close. Its kicks are extremely damaging.



The Gonarch's acid spit is easier to avoid than its kicks, because it travels in a clearly visible arc. Steer well clear of it, or you'll be splashed for serious damage.



The tiny creatures created by the Gonarch aren't durable, but they're fast and small. Simply keep moving to leave them behind or make them miss you. Spending more than a moment trying to kill them is a waste of time.



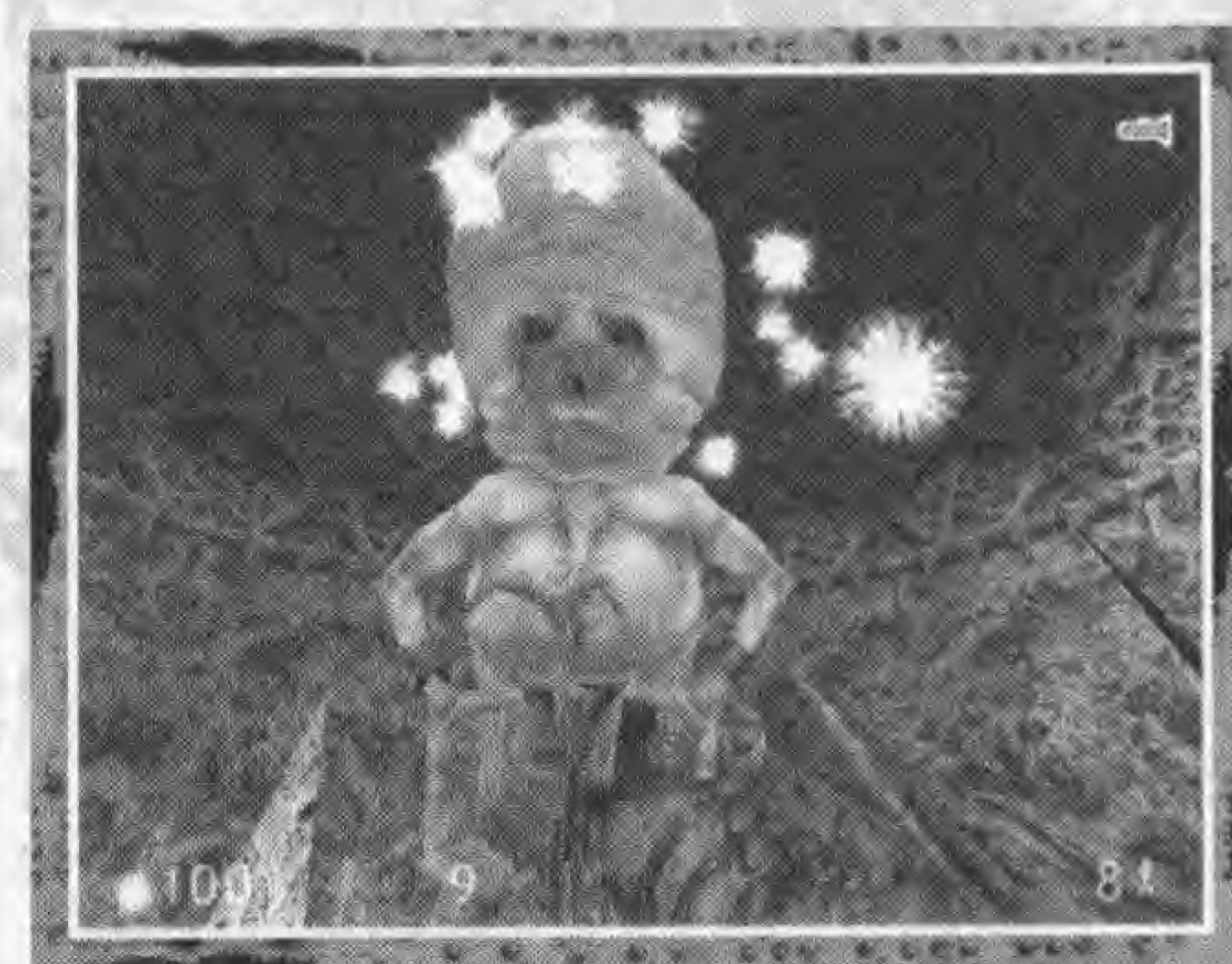
The Gonarch is a unique enemy. You'll find more information on beating it in Walkthrough Part 6.



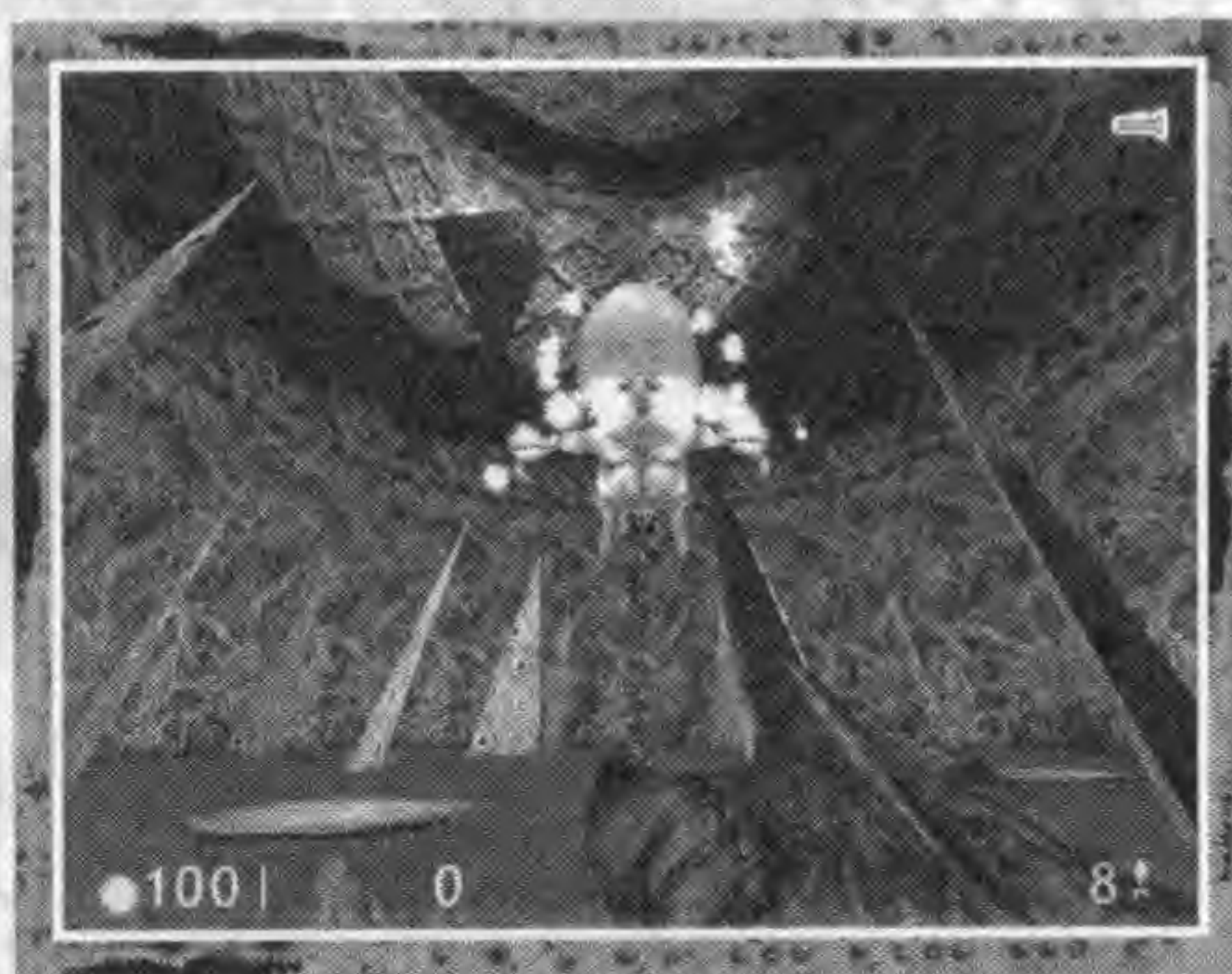
Nihilanth

Health: 800/800/1000

Damage: Zap, 30/30/50; Teleport, N/A



The Nihilanth is your final enemy. Beat it, and you'll win the game. Walkthrough Part 7 explains the Nihilanth battle in great detail, but we'll cover some basics here.



The Nihilanth is a massive, floating being. It attacks two ways. The first attack is a stream of energy projectiles. The Nihilanth's second attack is a huge, green sphere that teleports you. In some cases you might actually *want* to be teleported, but usually it's a nuisance.



Avoid the Nihilanth's main attack with high-speed strafing, or by hiding behind a large obstacle. Avoid the teleportation sphere by hiding—but strafing won't work: the teleportation sphere homes in on you.



Glowing beacons orbiting the Nihilanth's head provide it with energy. When this energy supply runs low, the Nihilanth restores itself by draining energy from one of three yellow "power spikes" on the walls of its cavern.

TIP

You also can destroy telepor-tation spheres by shooting them with a weapon. The Hivehand's secondary fire mode is a good choice for this.



At this point, you must jump high enough (using an alien "trampoline") to get a good shot at the Nihilanth's brain, which looks like a ball of pure energy. Deal enough damage to this brain-sphere, and the Nihilanth will crumple.



Because these yellow spikes provide a limitless amount of energy, your first task is to destroy all three spikes. Once they're gone, attacking the Nihilanth actually *achieves* some-thing, because it can no longer heal itself.



After destroying the yellow energy spikes, attack the Nihilanth. After you've dealt it lots of damage, the glowing spheres around its head disappear, and its attacks become feeble. Keep attacking! Soon, the Nihilanth's head peels open like a ripe banana.



GENERAL STRATEGY

HALF-LIFE IS A GAME OF EXPLORATION, PROBLEM SOLVING, AND COMBAT. THE FOLLOWING PAGES COVER COMBAT BASICS AND A FEW NON-COMBAT ISSUES THAT AFFECT YOUR ABILITY TO STAY ALIVE.

MOVEMENT FUNDAMENTALS

Movement is the key to survival in *Half-Life*. You're faster than most of your enemies, but you aren't very durable.

Here are the basics.

Keep Moving



Beginners tend to stand still when they fight. That's the worst thing you can do. Standing still makes you an easy target!



The next few pages cover some common movement tactics, but first, remember this: Always stay on the move.

Strafe, Don't Turn



"Strafing" means pressing a button that moves your character side-ways. Strafing is useful because it lets you dodge shots without turning away from your enemy.

Strafe a lot in combat. It helps.

Strafe around Corners

After you've figured out how to strafe, you can strafe around corners. This allows you to quickly see what lies behind the corner. Here's how.





Notice a corner up ahead.



Before you reach the corner, turn toward the new hallway.

Strafe the rest of the way into the new hall. This immediately lets you see what's around the corner.

KEY TACTICS

The combat tactics that follow are among the most effective in *Half-Life*, and all depend on movement.

Slide and Attack



Slide and Attack is the most basic combat style. It involves attacking your target from a distance while continually strafing a few feet left, then a few feet right, then a few feet left again.



Your side-to-side motion is usually enough to keep some of your opponent's shots from hitting you.



This technique works best against creatures with slow projectiles, such as Bullsquids. These creatures' shots can be dodged with ease.

Jack-in-the-Box

Jack-in-the-Box involves bursting from cover just long enough to squeeze off a few rounds and then returning to cover.



For example, you shoot a few rounds at the enemy and then strafe behind a corner. Moments later you strafe out, shoot some more, and then strafe back behind the corner.

This technique is very useful, but doesn't work when your enemies are so close they can run behind your cover and attack you. If that's the case, use Reveal and Retreat tactics.

Reveal and Retreat

"Reveal and Retreat" means walking into a new area, discovering enemies, and then quickly retreating to territory you've already explored. Your enemies will usually chase you.

Once you're back in familiar territory, you can take out your enemies in three ways: Corner Ambush, Gradual Retreat, or Reentry.

Corner Ambush



Back in familiar territory, round a corner and then turn around. Watch the corner.



As your enemies come around the corner, kill them. You'll have a split second of "free time," when they're too busy rounding the corner to fire back.

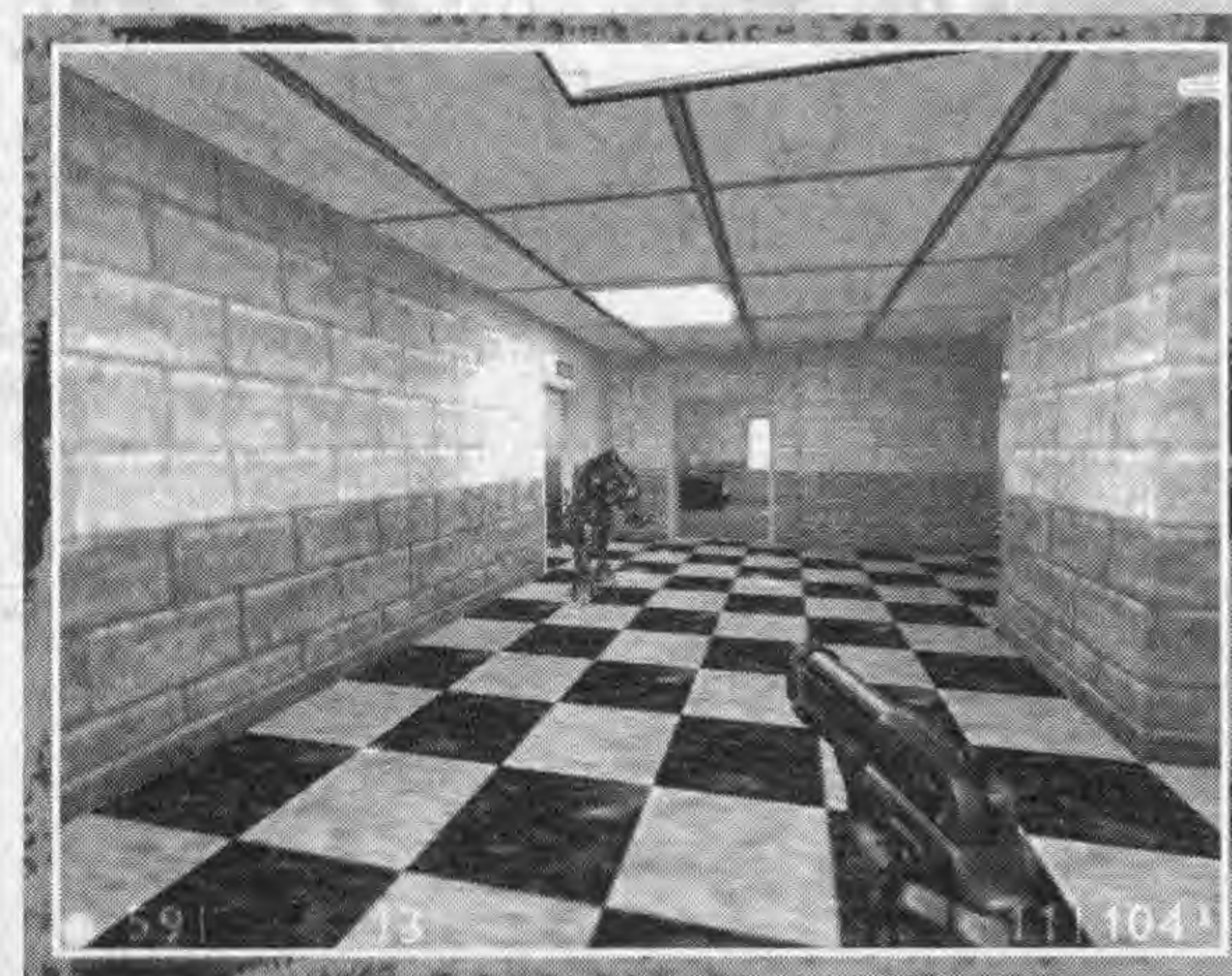


This technique works best if you have a heavy-hitting, single-shot weapon, like the .357 Magnum. That way you can shoot 'em' dead the instant they round the corner.



You can also drop a Satchel Charge or Grenade near the corner, or plant a quick Laser Mine.

Gradual Retreat



If there isn't a convenient corner to hide behind, or your enemies are so tough you can't kill them all with a close-range ambush, do a Gradual Retreat.

The Gradual Retreat is just what it sounds like—a gradual retreat through territory you've already explored. Keep firing as you backtrack, or lay explosives that will weaken your enemies as they pursue you.

Reentry

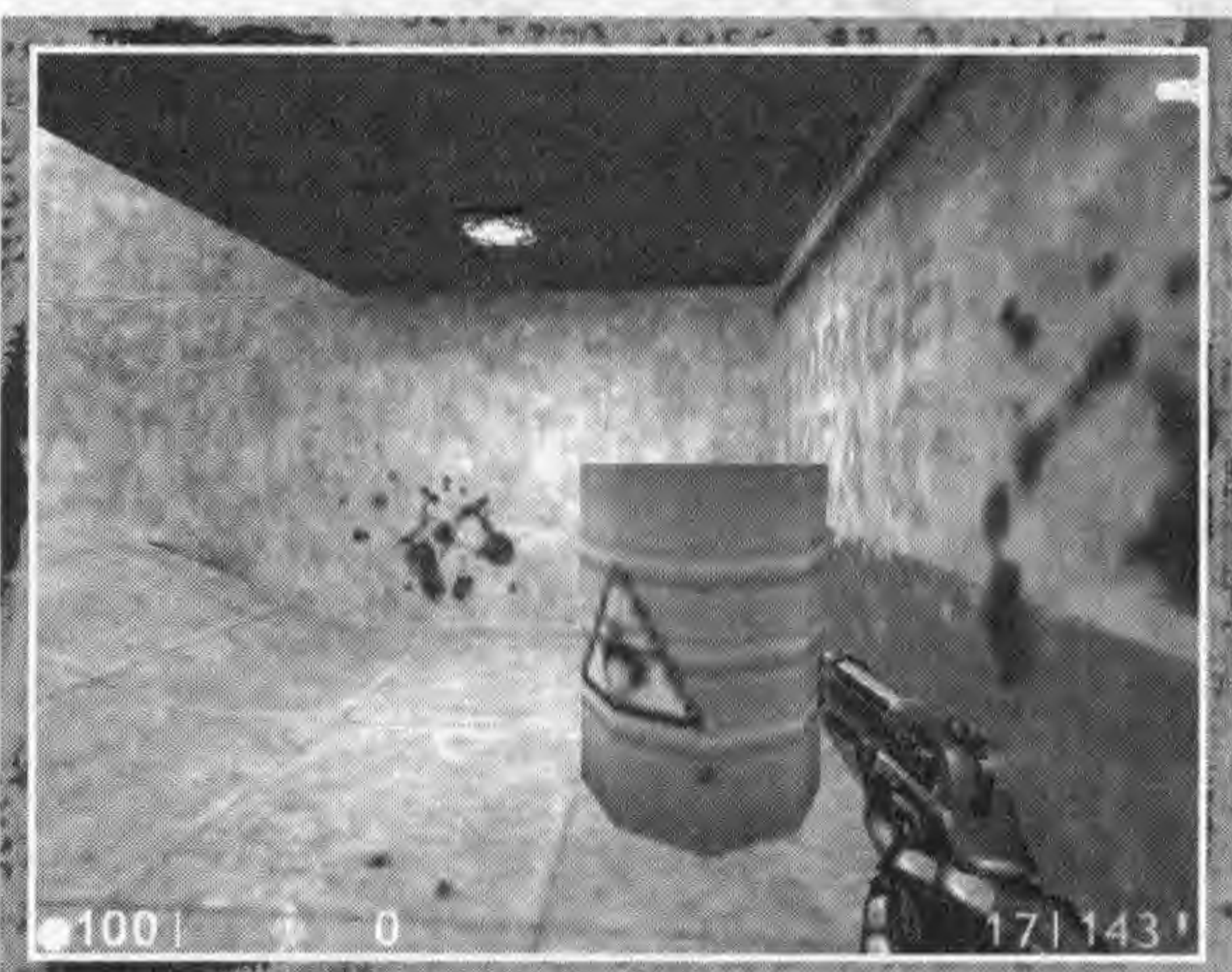
Sometimes your enemies refuse to chase you; instead, they stay put and force you to come to them. If your enemies won't chase you, here's the best procedure:



1. First, lure the enemies out using Reveal and Retreat tactics. Sometimes none will budge, but often a few will chase you. Kill those that do.



2. Now approach the new area and see if there are any enemies that you can kill using Jack-in-the-Box tactics. For example, kill enemies in a large room by popping in and out of the doorway.



3. Locate the enemies you can't shoot directly, and then lob Grenades, if you can. This technique works well against enemies positioned behind boxes or sandbags.



4. Finally, after exhausting steps 1 through 3, enter the room and slug it out with the remaining enemies. Use any appropriate tactics to kill the stragglers.



Circle Strafing

Circle Strafing is the most difficult tactic to master, but also the most generally useful for both single-player and multiplayer games.

Basic Circle Strafing



To Circle Strafe an immobile target, hold down either the left or right Strafe button as you face the target. You'll slide off in one direction.



As you slide, your target will slip out of your field of view. Keep looking at the target as you move so that, while you strafe, the analog controller keeps your target in view.



As you continue strafing sideways, you must keep using the controller to hold the target in view: it's an ongoing process.

Keep this up for a while and you'll realize you're moving in a circle. This is Circle Strafing.

Of course, for this tactic to be useful, you must fire at the target as you circle it. Aiming as you run takes practice.

NOTE

What's the point of Circle Strafing? It keeps you in perpetual motion, making you a lot harder to hit.

MATCHING WEAPONS TO SITUATIONS

There's no one perfect weapon for all occasions. Here are some tips on picking the right weapon for each situation.

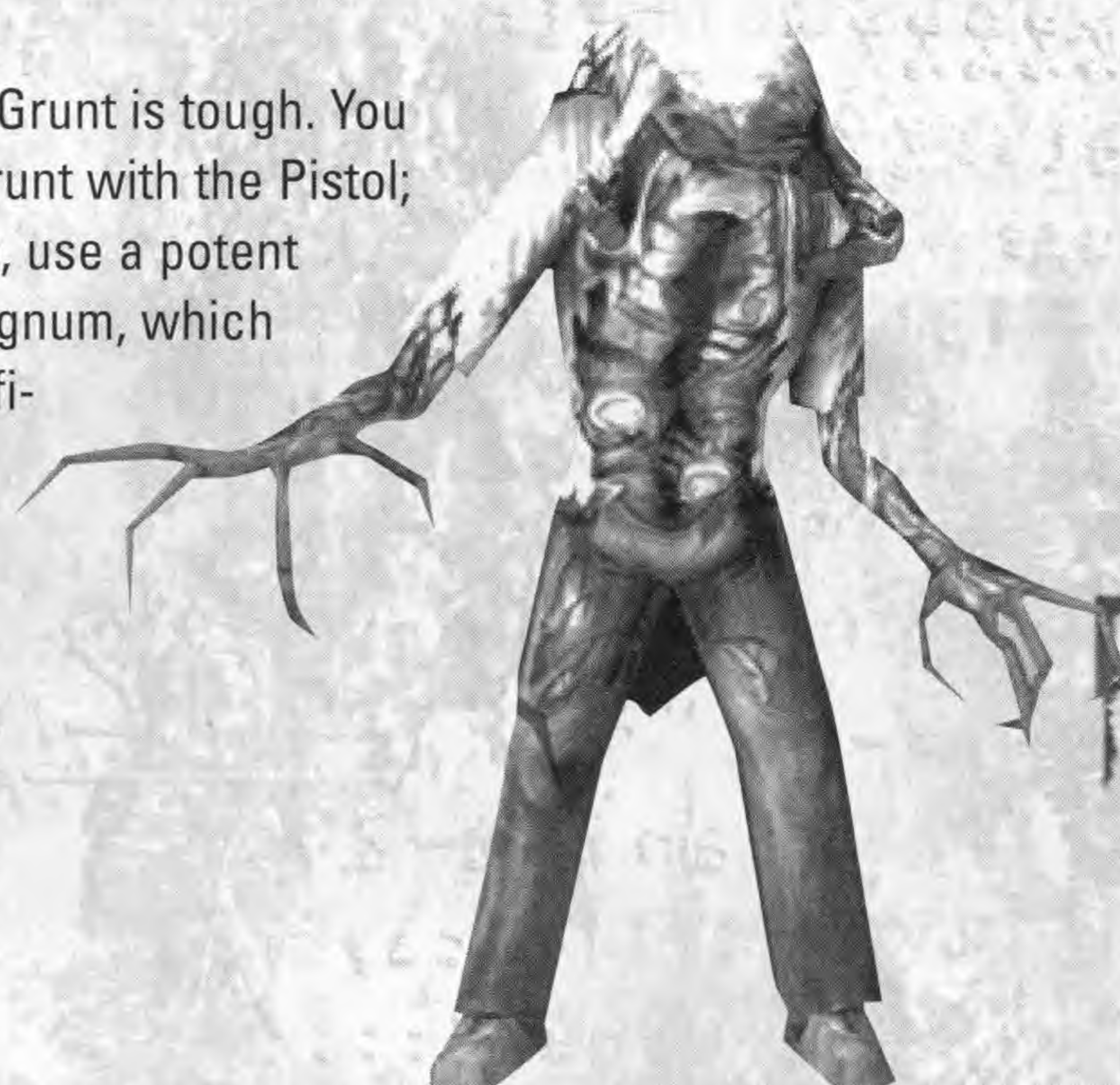
Weapon vs. Enemy



Use powerful weapons against dangerous enemies and weak weapons against minor ones. For example, a Headcrab can be killed with a minor amount of damage, making the accurate, fast-firing Pistol a good weapon choice.



On the other hand, a Grunt is tough. You don't want to attack a Grunt with the Pistol; it takes too long. Instead, use a potent weapon like the .357 Magnum, which (at Easy and Medium difficulty levels) can often kill a Grunt with one good shot.



Weapon vs. Terrain



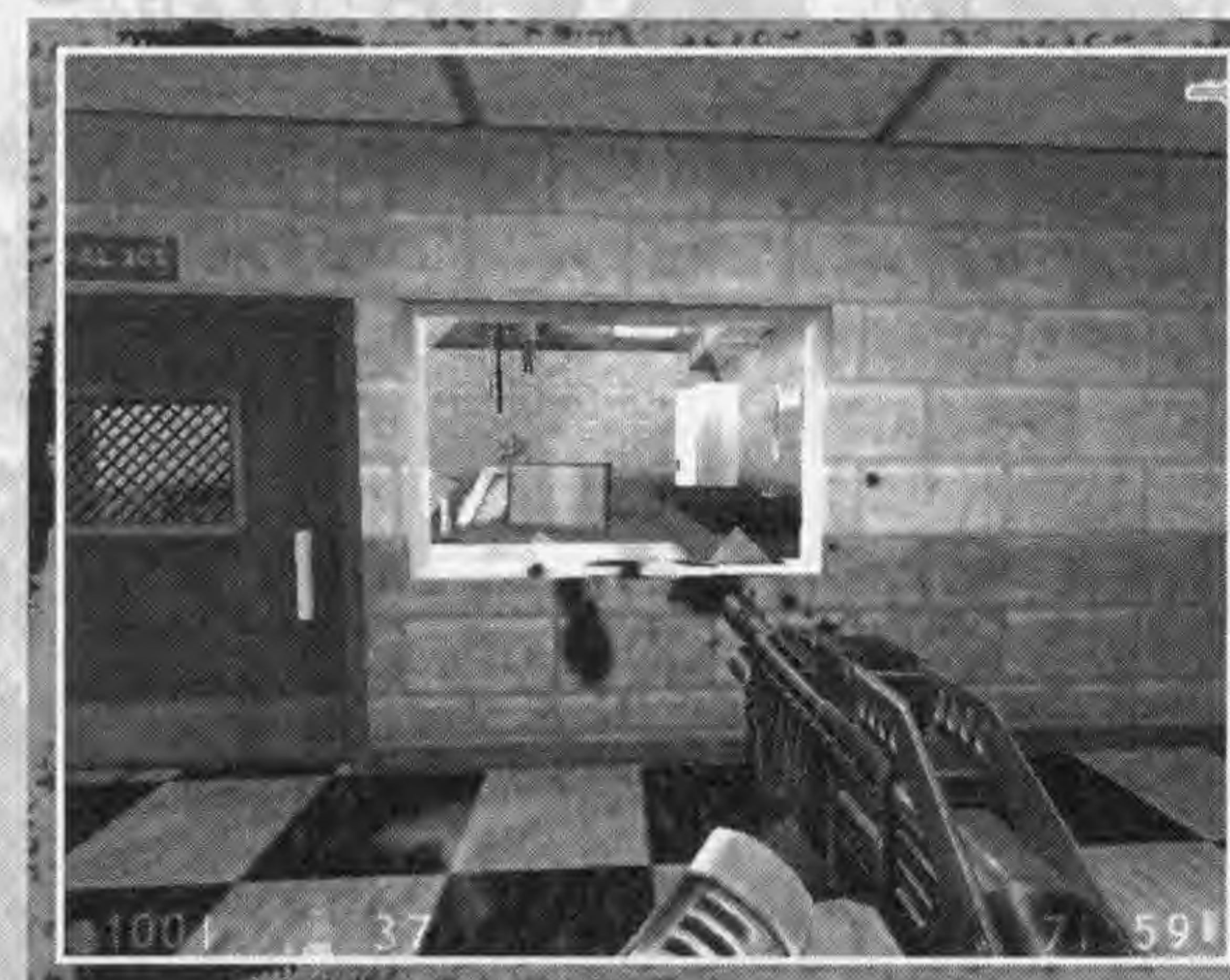
Terrain affects which weapons you should use.

For example, the Shotgun is usually a good weapon, but its pellets disperse at long range, making it inaccurate and not very powerful. When fighting at long range, put away the Shotgun and use the more-accurate Pistol instead.

Ammo Conservation

You must deal with ammo shortages from time to time.

Maybe you'd love to use the .357 Magnum against a Grunt, but you don't have enough bullets; this forces you to use the Combat Rifle. Be prepared to make weapon substitutions based on ammo availability.



GENERAL TECHNIQUES

This section provides a few tips on non-combat challenges.



Master the Moves

You'll have to master several jumps.



The "jump and crouch" requires you to jump and then press the crouch button in midair. You'll use it for everything from leaping over a tall windowsill to jumping out of a radioactive pond onto a bobbing crate.

The long jump, which you can perform only after you've collected a special power-up item, also may be forgotten. *Practice and remember.*



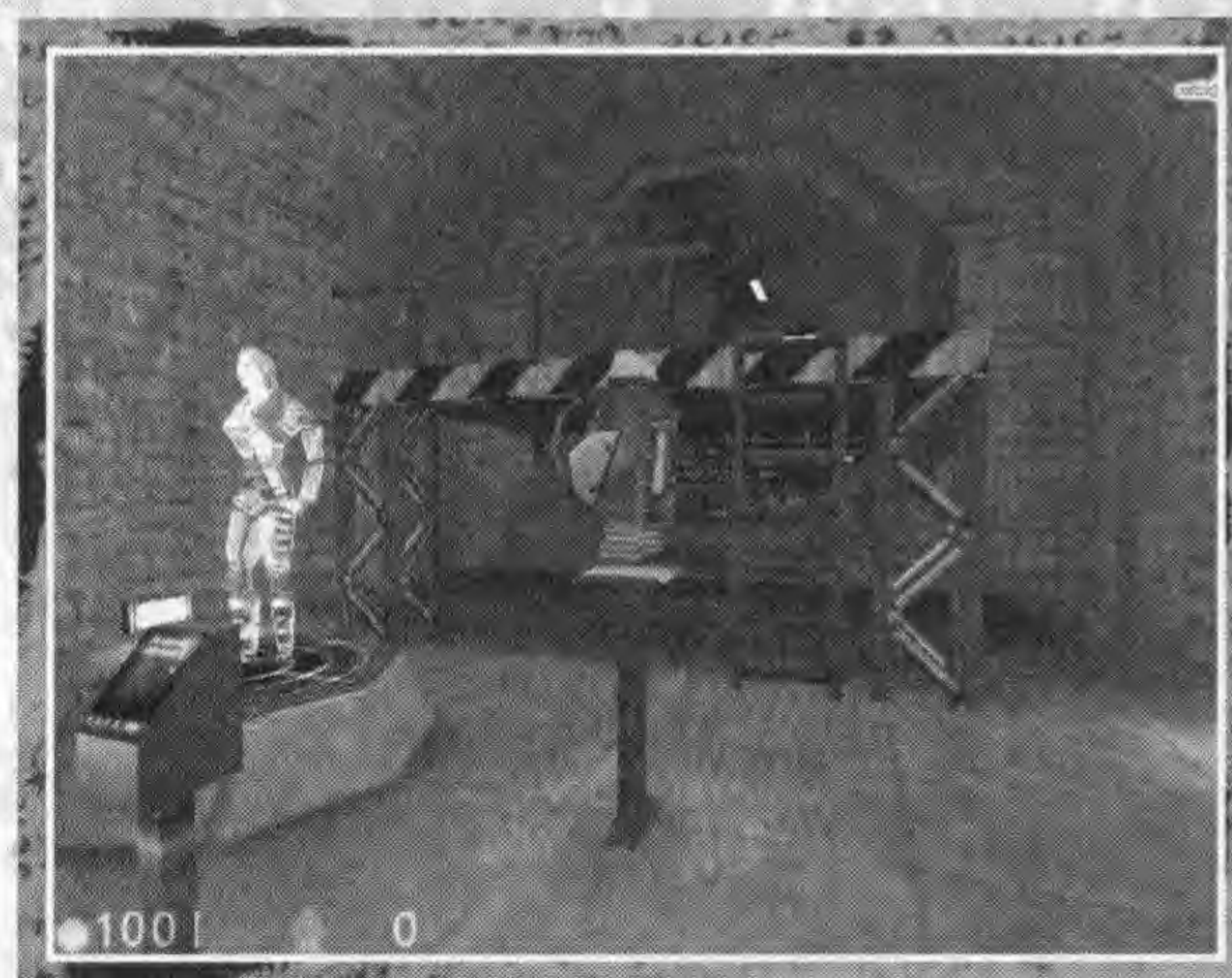
Finally, ladders can be a little tricky at first. When in doubt, use caution. Move slowly and face the ladder squarely.



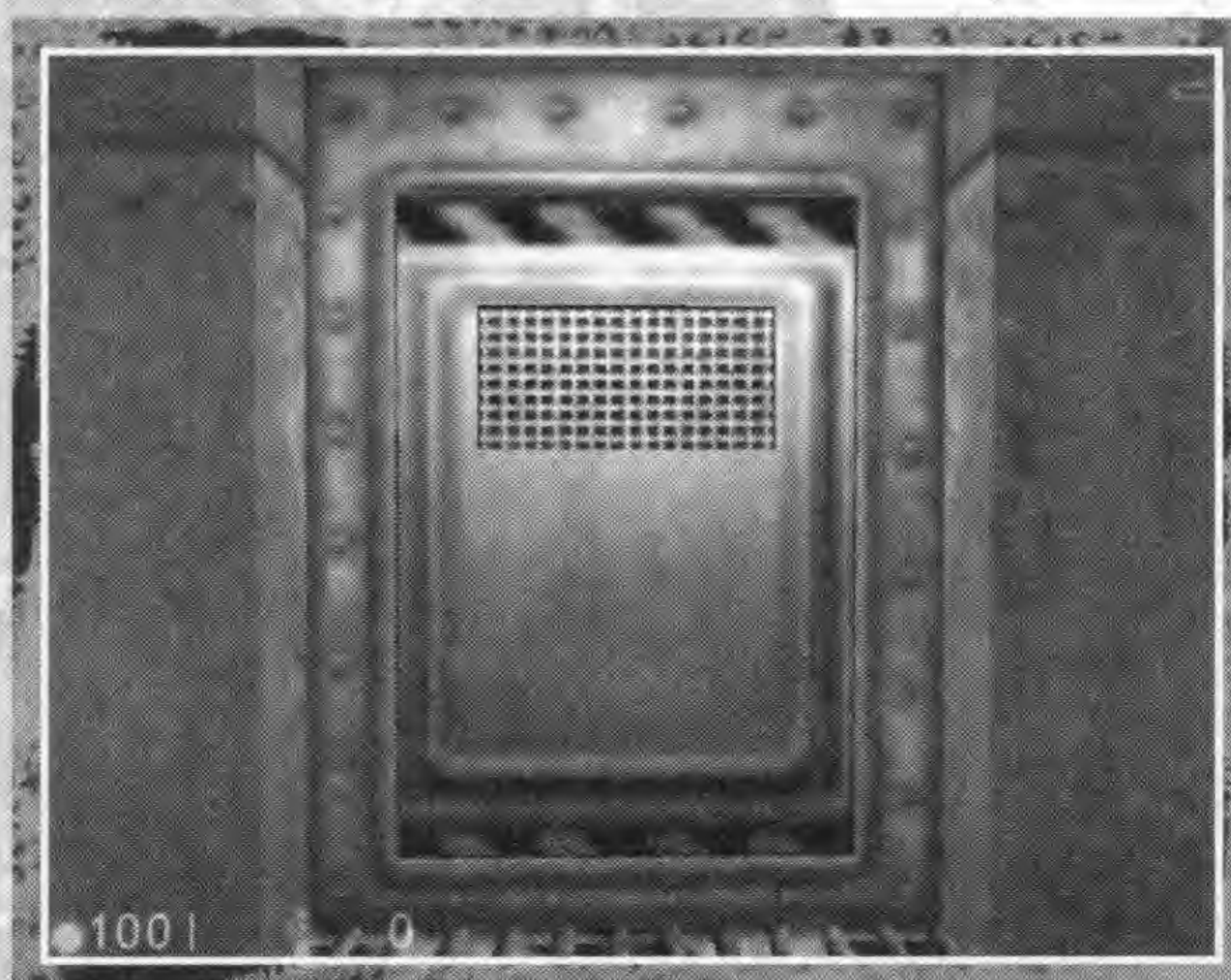
Practice the Hazard Course before starting the single-player game. It'll teach you all the crucial moves.

Explore Thoroughly

Many times you might think you're stuck, but the real problem is lack of exploration.



If electricity blocks your path, you probably need to seek the power source so you can turn it off.



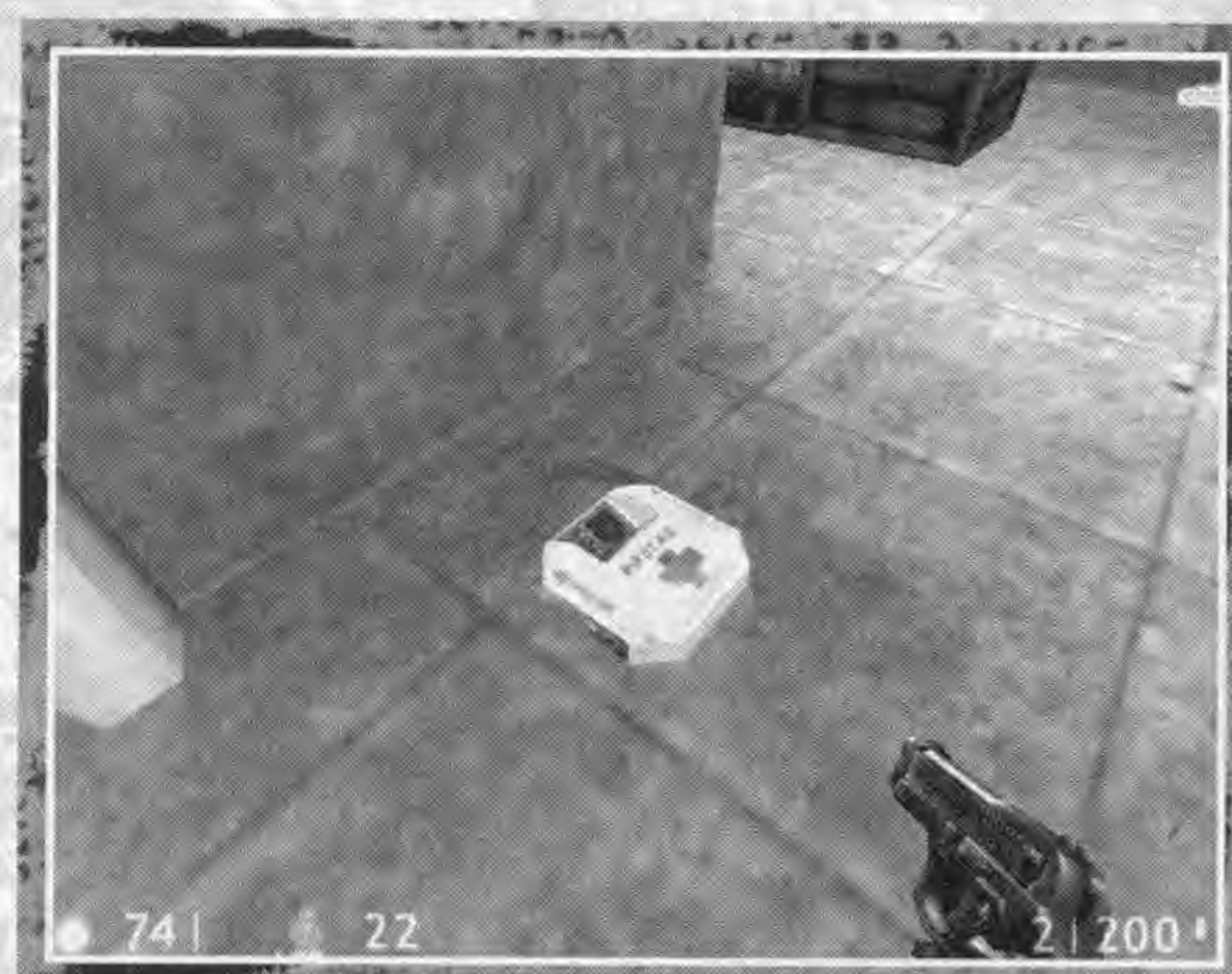
If a security door blocks your path, chances are you must locate a switch that activates it.

Exploring thoroughly gives you a full sense of your options.

Clear the Area



Be methodical. If there are multiple enemies in an area, kill them all before moving along.



Also be methodical in your quest for supplies. In general, leave no crates unbroken and no lockers unopened. Ammunition and healing supplies are rare, and you don't want to miss out just because you weren't thorough.

Check Your Bearings



Half-Life levels can be complex. Move slowly through the levels, taking time to check for exits, entrances, and distinguishing features.

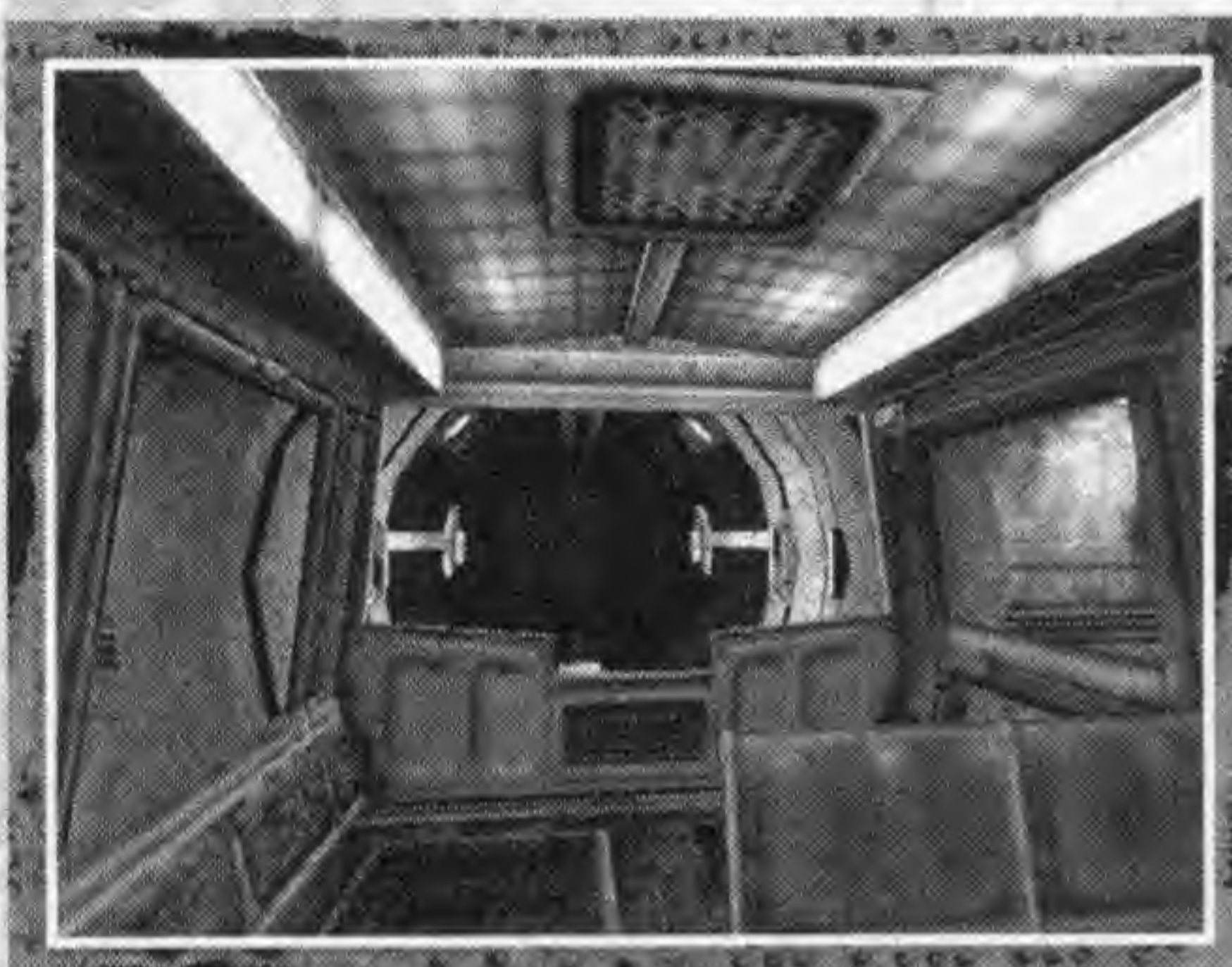


WALKTHROUGH, PART 1

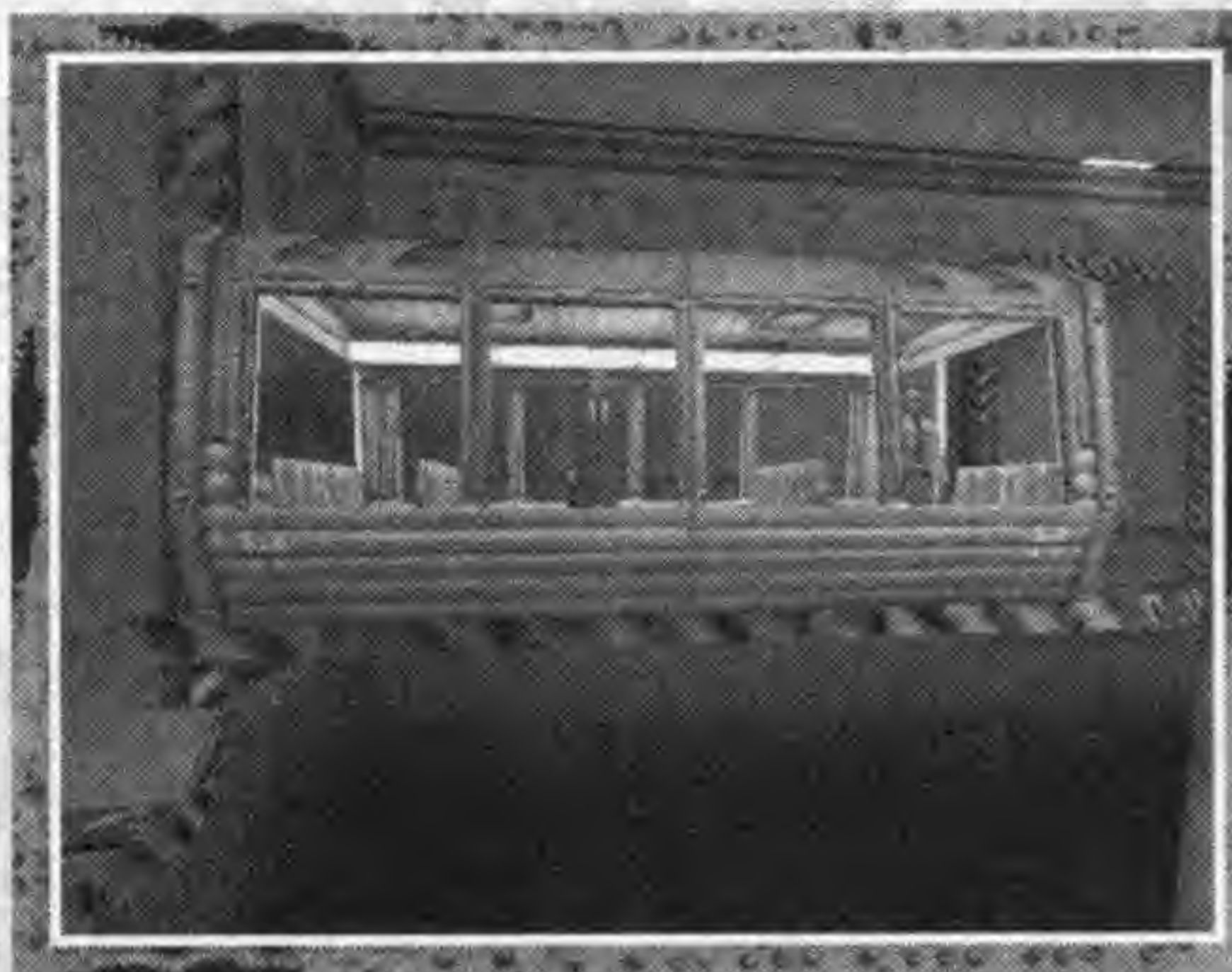
THE NEXT FEW CHAPTERS PROVIDE A COMPLETE WALKTHROUGH OF HALF-LIFE. YOU CAN EITHER FOLLOW OUR DIRECTIONS WORD FOR WORD, OR JUST REFER TO THEM WHEN YOU GET STUCK.

BLACK MESA INBOUND

As the game starts, you're on a train bound for Black Mesa.



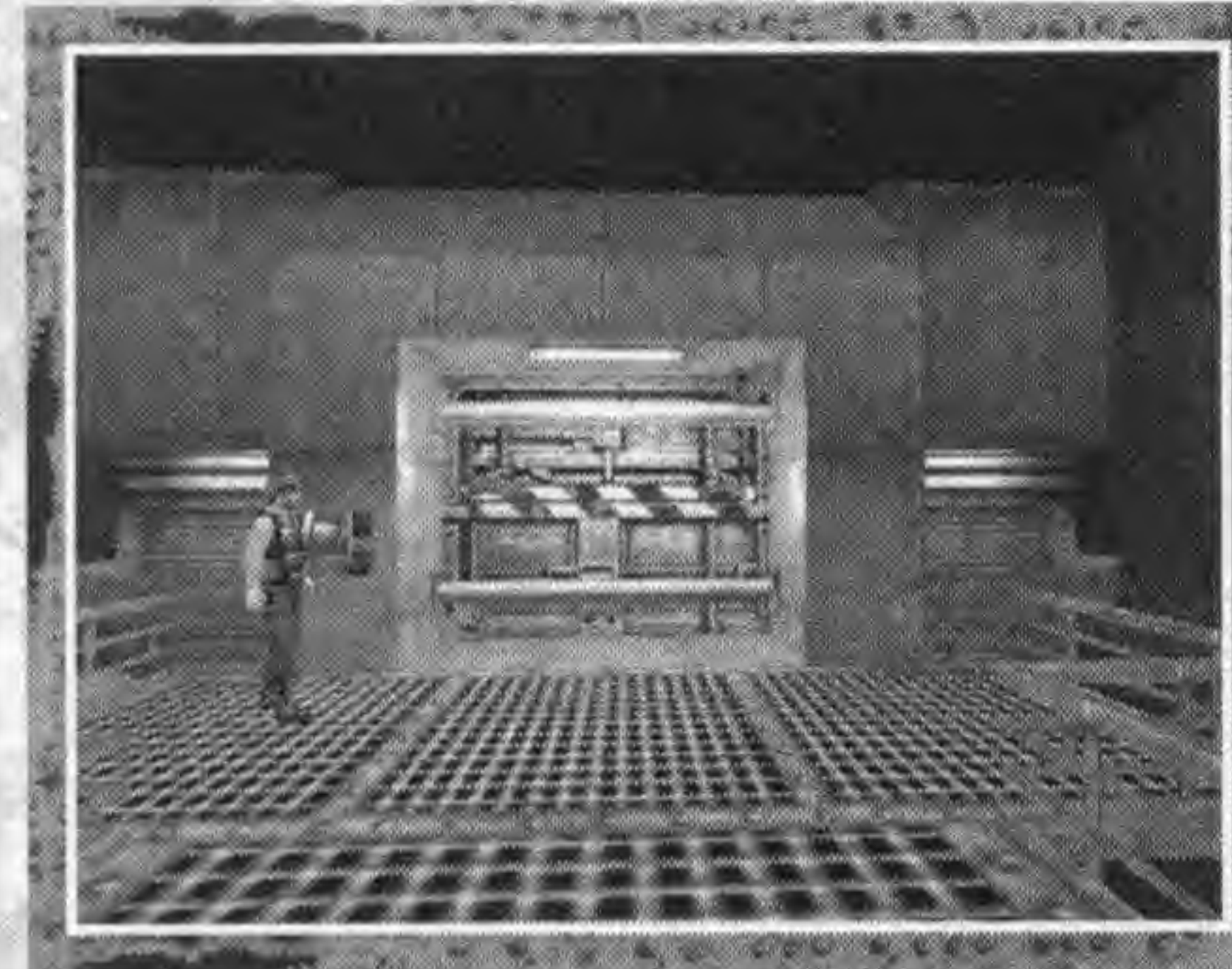
1. The train makes no stops, and you don't need to do much during the ride. Just watch your surroundings as you cruise toward your destination.



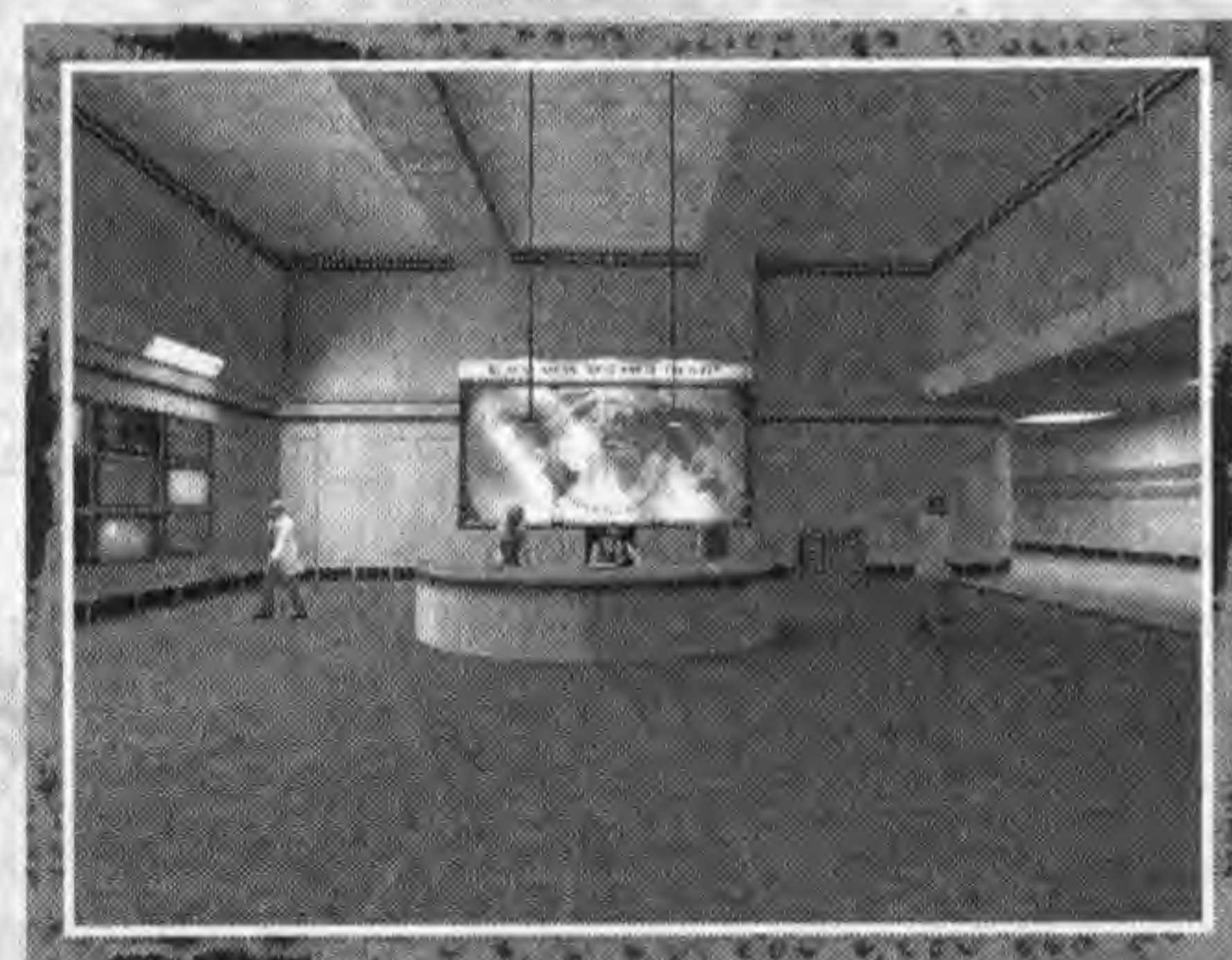
2. At one point, your train stops near another train. Inside the other train is a man in a dark suit. Take a good look at him: he'll reappear later.



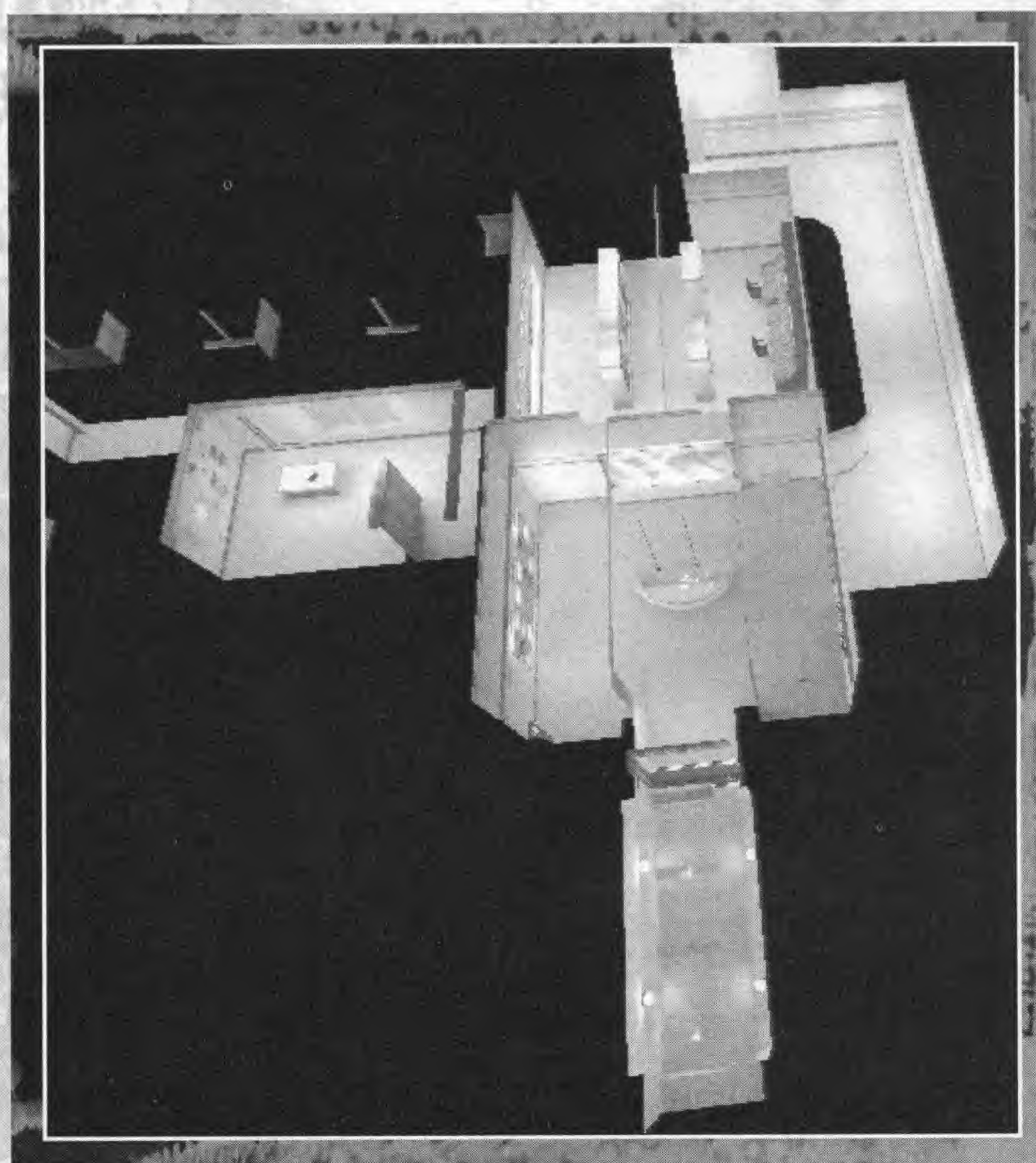
3. Eventually the train comes to a stop. A Security Guard approaches and lets you out.



4. Follow the guard to a large, sealed entry door. Wait as he opens the door, and then go inside.



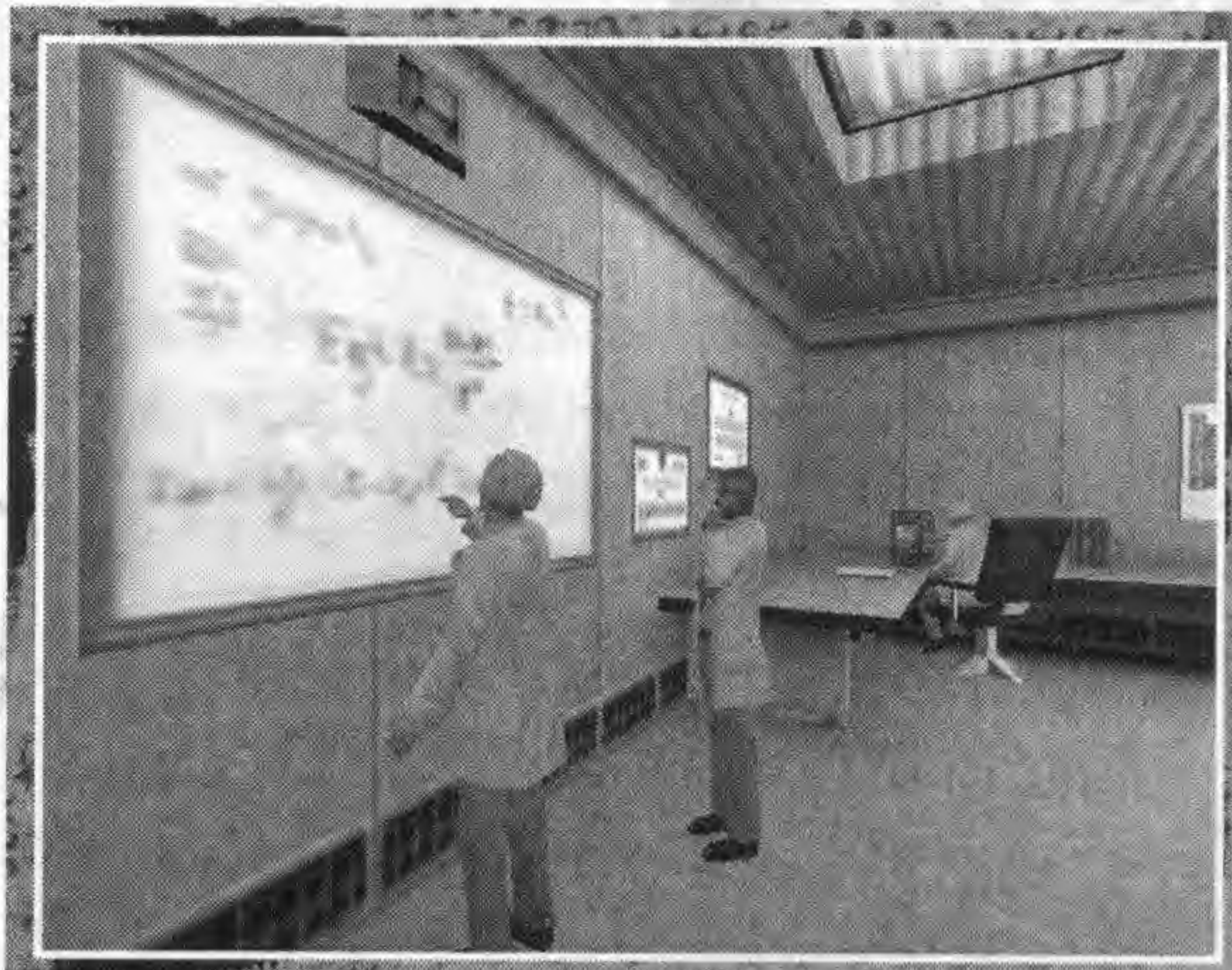
5. The door closes behind you, and a new door opens. Walk through it. You're now inside the Anomalous Materials Lab.



Map 4-1. The entry hall and adjoining corridor

ANOMALOUS MATERIALS

Walk around and explore the lab. You'll find some interesting features, including:



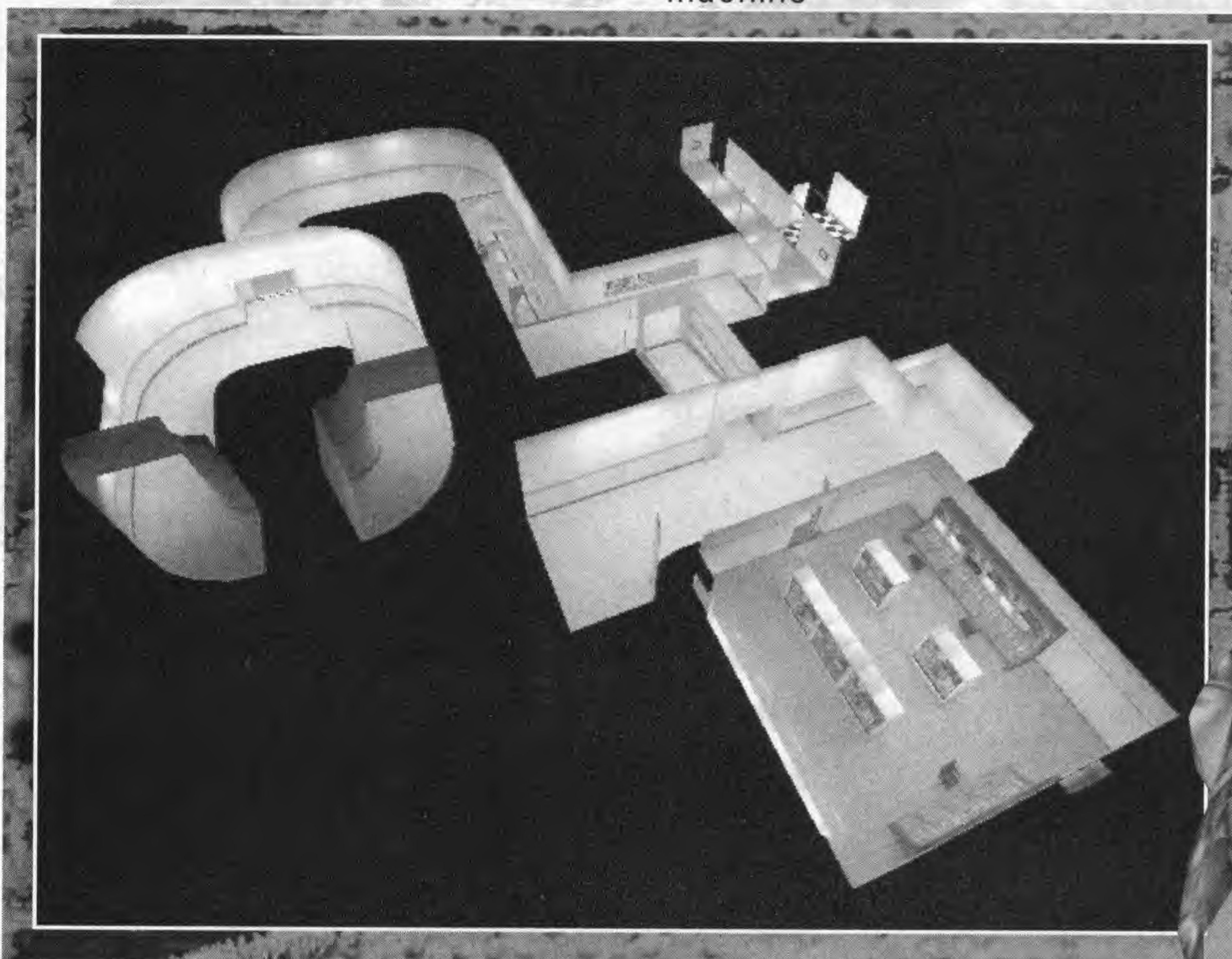
♣ Lots of Scientists who are too busy to talk to you



♣ A lounge area where a Scientist loses his money in a soda machine



♣ A locked room with the dark-suited man inside (you can't get in)



Map 4-2. More of the Anomalous Materials Lab

Reaching the Test Chamber

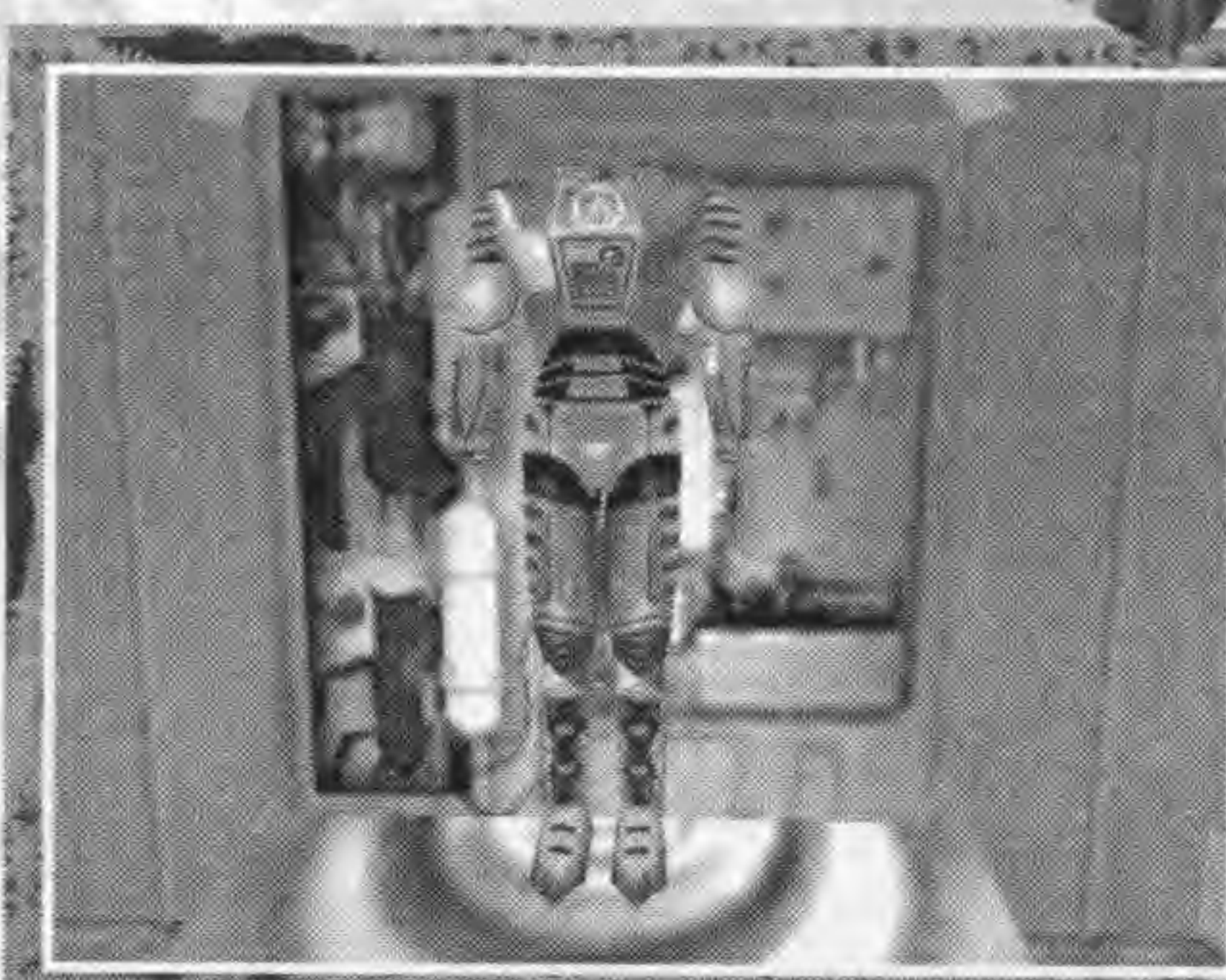
After you're done poking around, do the following:



1. Locate the Suit Room.



2. Press the button on the computer. This lowers the protective glass around your Hazardous Environment Suit.



3. Walk onto your suit to put it on.



4. In the locker room just outside the Suit Room, find the locker labeled "Freeman." Take the Battery from inside the locker.



5. Leave the locker room and locate a checkpoint. Wait as the Security Guard opens the door. Then go through.



There are two guarded checkpoints on this floor. You only have the security clearance to pass through one of them. If you try to pass and the Security Guard turns you away, you're at the wrong one.



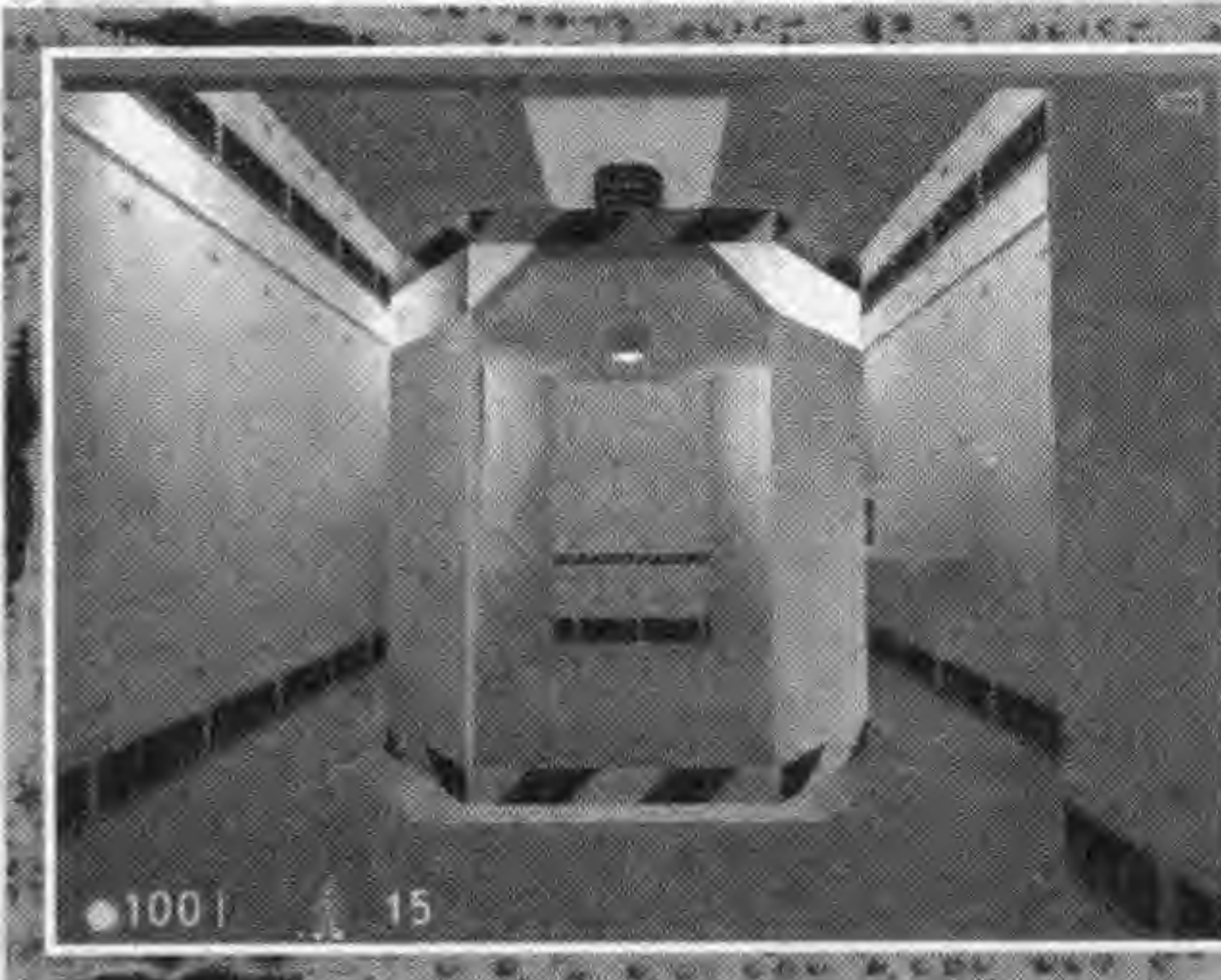
6. Beyond the checkpoint is an elevator. Take it down to a lower level.



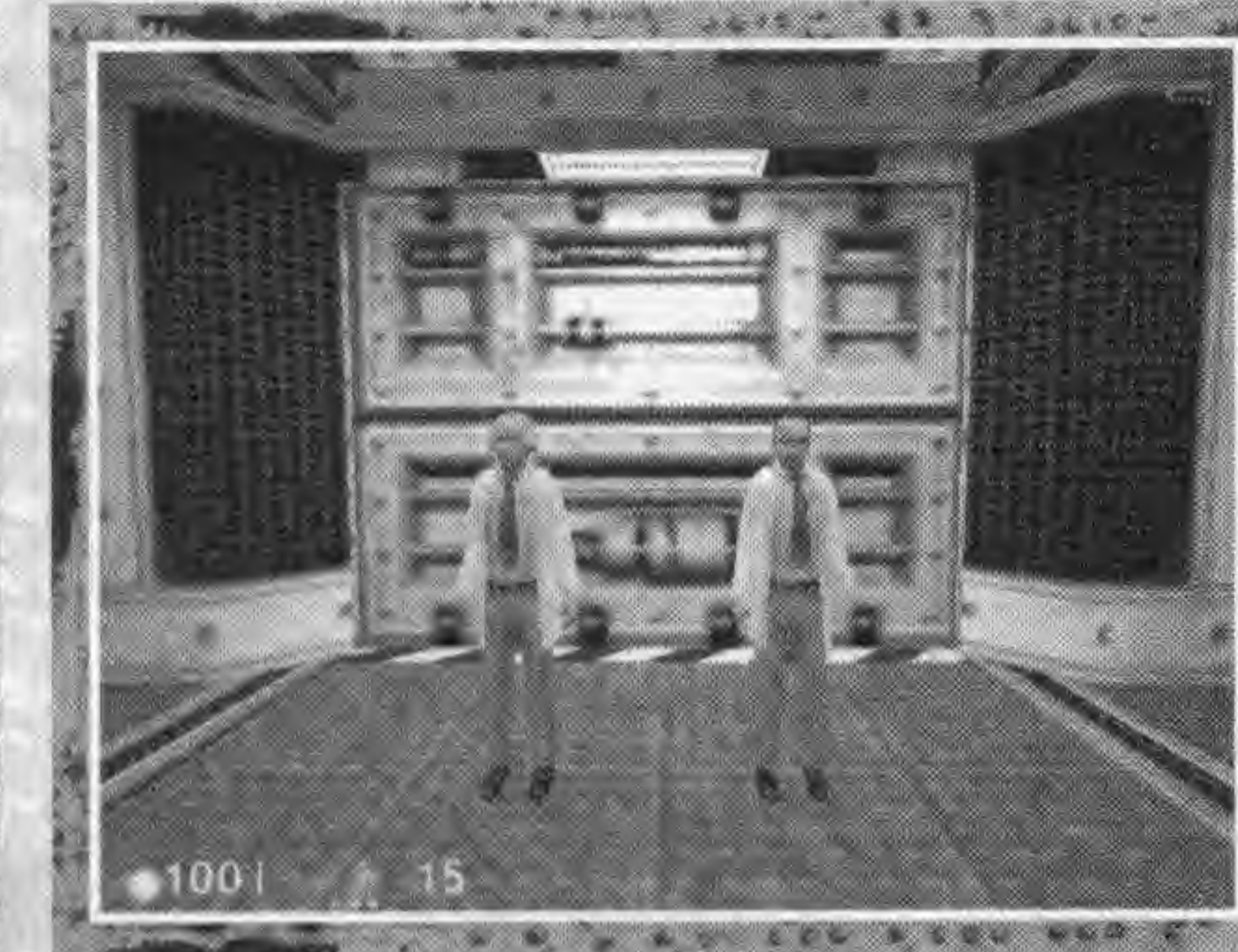
7. Downstairs, follow the corridor. Go through another checkpoint and into a room with three Scientists. Stop and listen to them.



8. When the Scientists are done talking, one unlocks a door. Go through the door and follow another corridor.



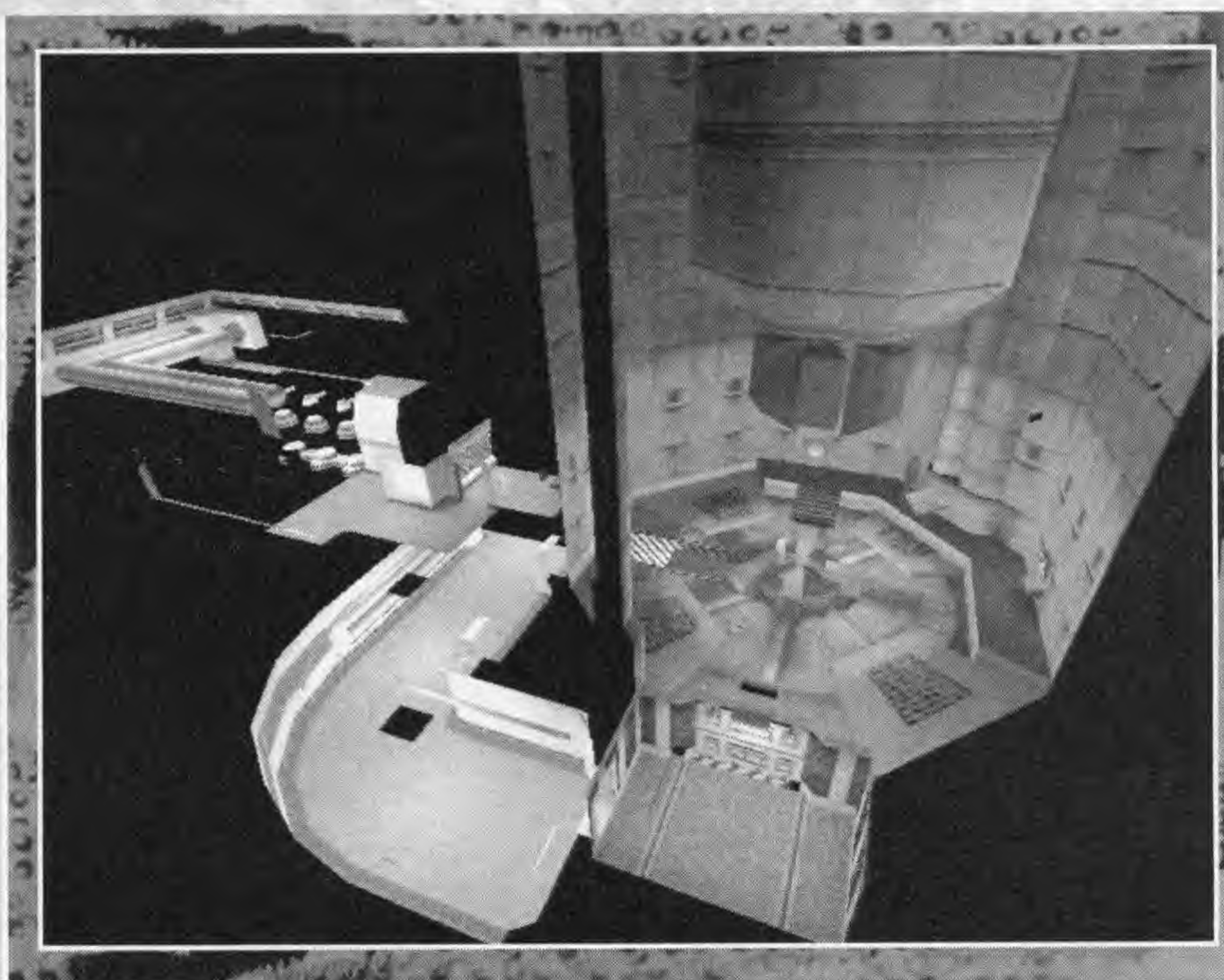
9. Take the corkscrew-style elevator at the end of the corridor.



10. Downstairs, go through the door labeled "Test Lab." You'll find yourself in an antechamber with two more Scientists.



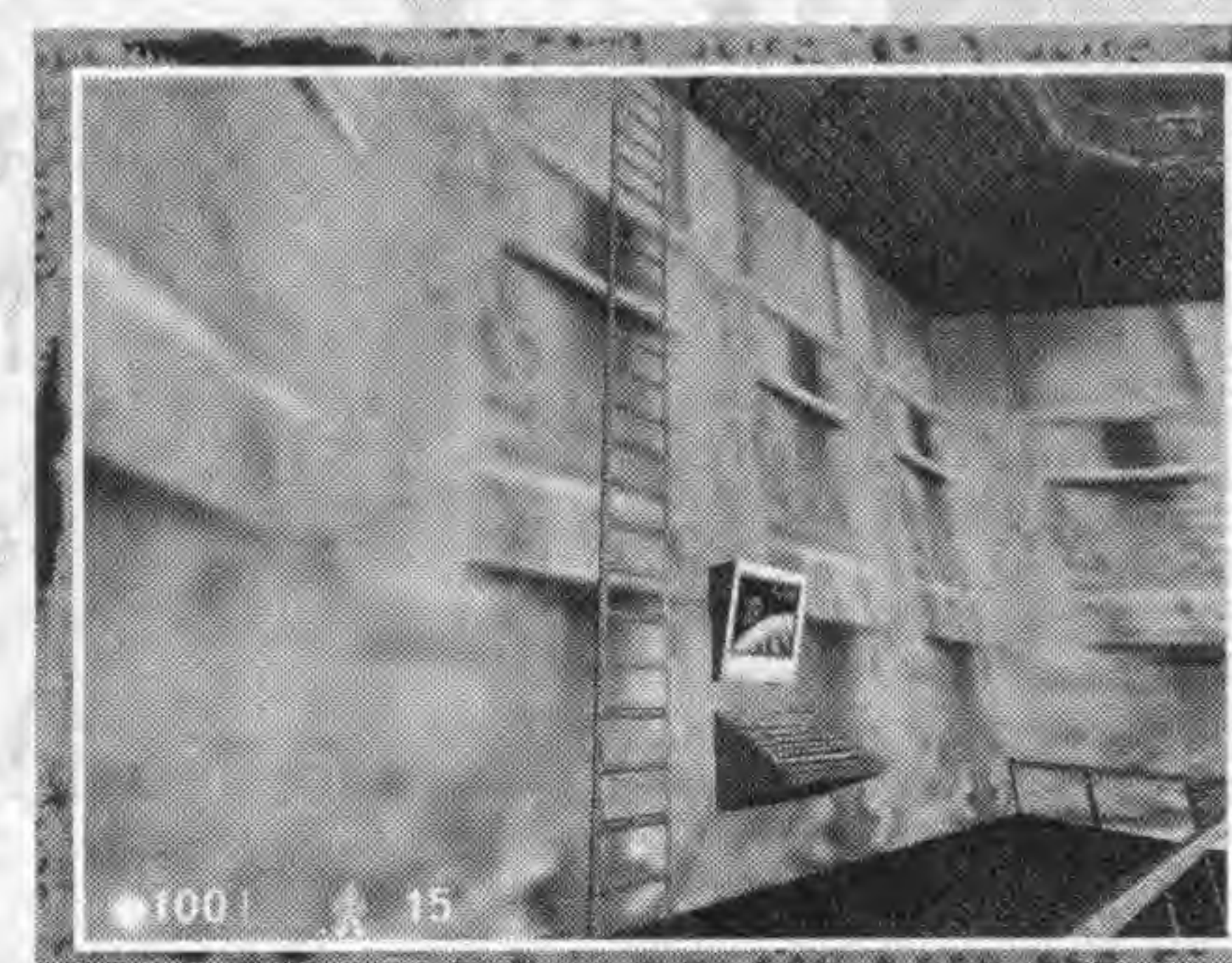
11. After speaking to you, the Scientists open the door to the Test Lab. Walk inside.



Map 4-3. The site of the doomed experiment

Performing the Experiment

Here's what to do in the Test Lab.



1. The Scientists tell you to start the rotors. Climb the ladder to a balcony, then press the button on the computer console.



2. Climb back down and watch the machinery spin. Eventually a metal cage slides away to reveal a cart.





3. Push the cart into the machine in the center of the room. A huge explosion ensues. Don't worry, just back up and watch the machinery break down from a distance.



4. You'll teleport briefly to a couple of alien worlds before returning to the Test Lab, but you won't be harmed.

UNFORESEEN CONSEQUENCES

After the disastrous experiment, you reappear in the ruined Test Lab. You'll soon discover that rifts have opened between our world and an alien one. The result? Aliens are prowling the Anomalous Materials Lab.

Your first job is to return to the top level of the Anomalous Materials Lab.

Getting Back to Where You Started

You're standing inside the ruins of the Test Lab. It's time to get back to the main entrance.



1. Go through the half-open door into the Test Lab's antechamber, avoiding the Vortigaunt that teleported in here. Press the box on the wall near the small door. The door opens wide enough for you to pass.



2. Walk slowly down the corridor, watching out for a falling computer tower. Return to the corkscrew elevator and ride up.



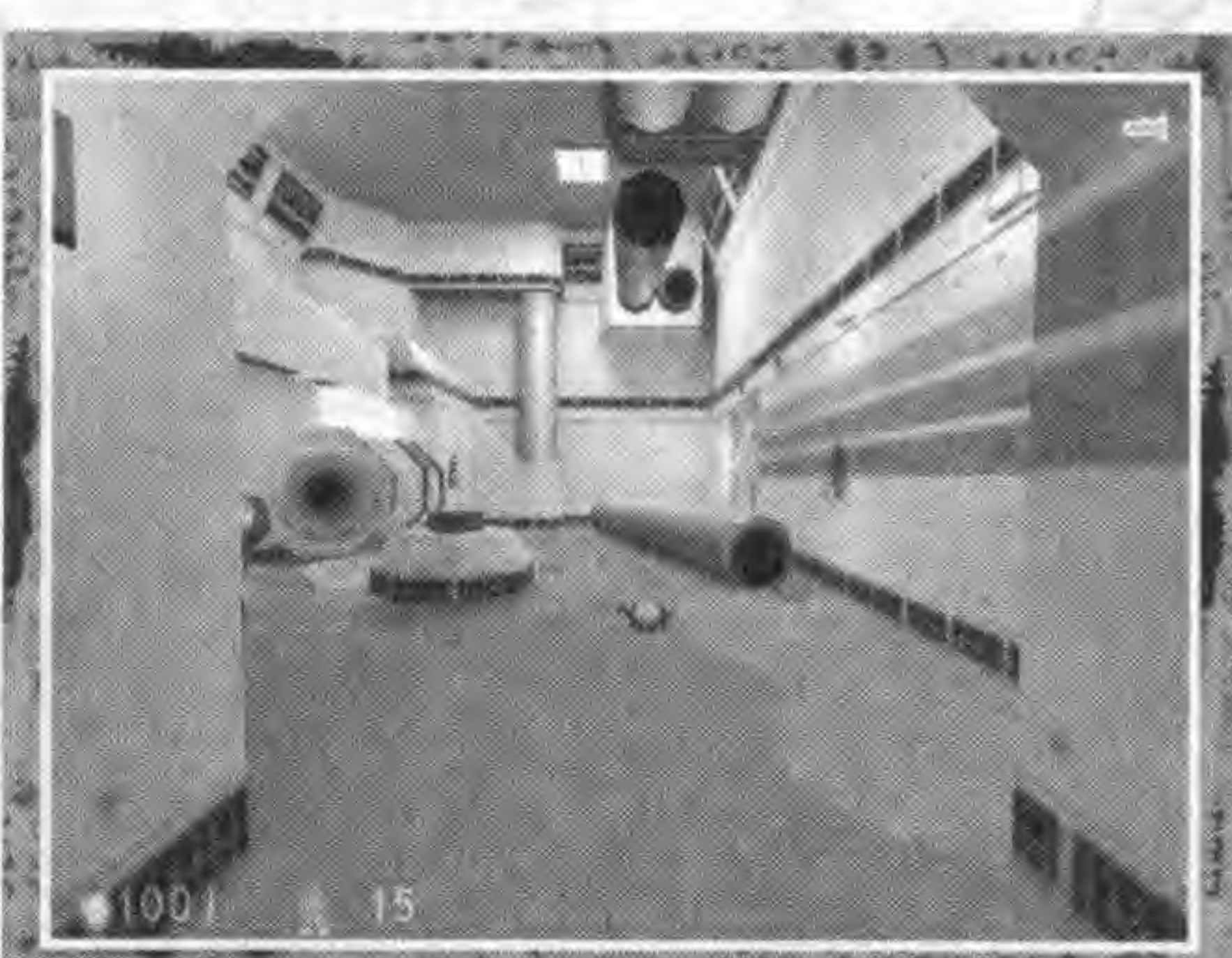
3. Upstairs, a standing Scientist tends to an injured one. Approach them and listen until they're done talking. Then Use the standing Scientist to have him follow you.



4. Lead the Scientist to the door at the end of the hall. He'll look into the Retinal Scanner and unlock the door.



5. Walk a step through the newly opened door. Bolts of energy shoot through a window and destroy a door on the far side of the room. After this happens, cross the room and run through the destroyed door.



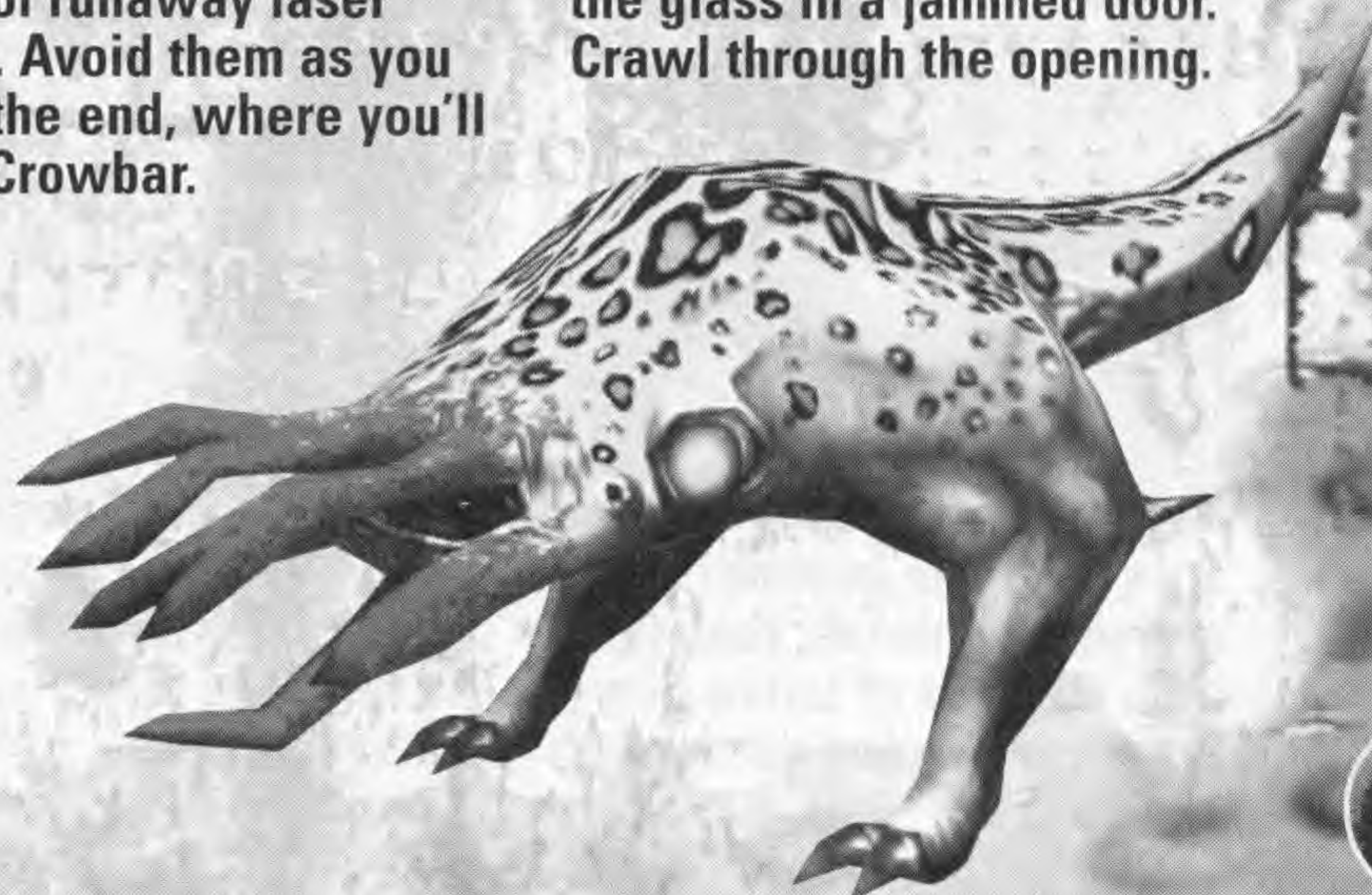
6. Run through a hallway where a single Headcrab roams. You have no weapons, so avoid the Headcrab.

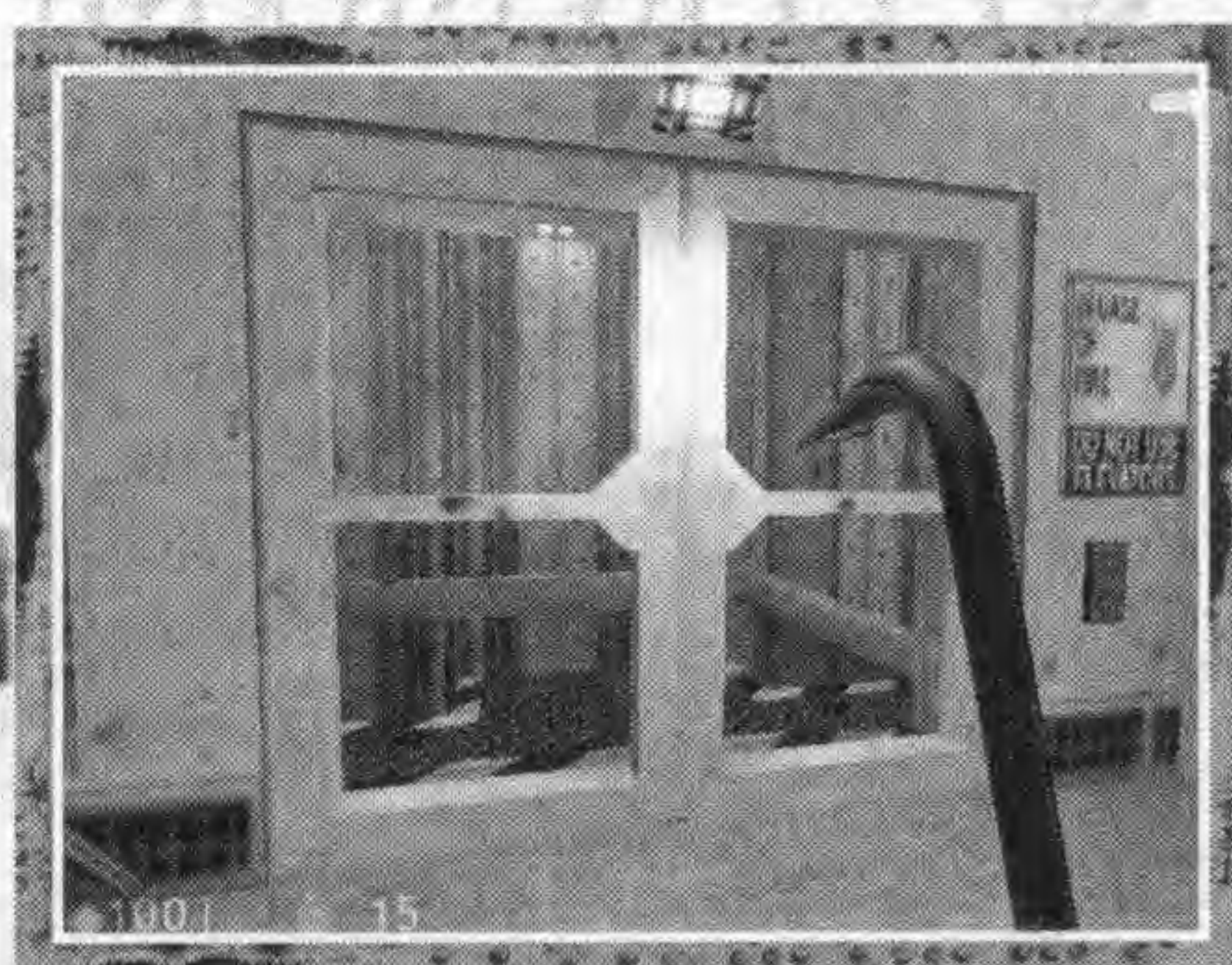


7. The next hallway contains a pair of runaway laser beams. Avoid them as you run to the end, where you'll find a Crowbar.



8. Use the Crowbar to smash the glass in a jammed door. Crawl through the opening.





9. Walk to the main elevator shaft. Smash the glass door that leads to the shaft. A doomed elevator car plummets down the shaft. Enter the shaft. Descend the red ladder to the bottom, where you'll find a Battery in the rubble.



10. Crawl back up the ladder, and then up a second ladder. Exit the shaft.



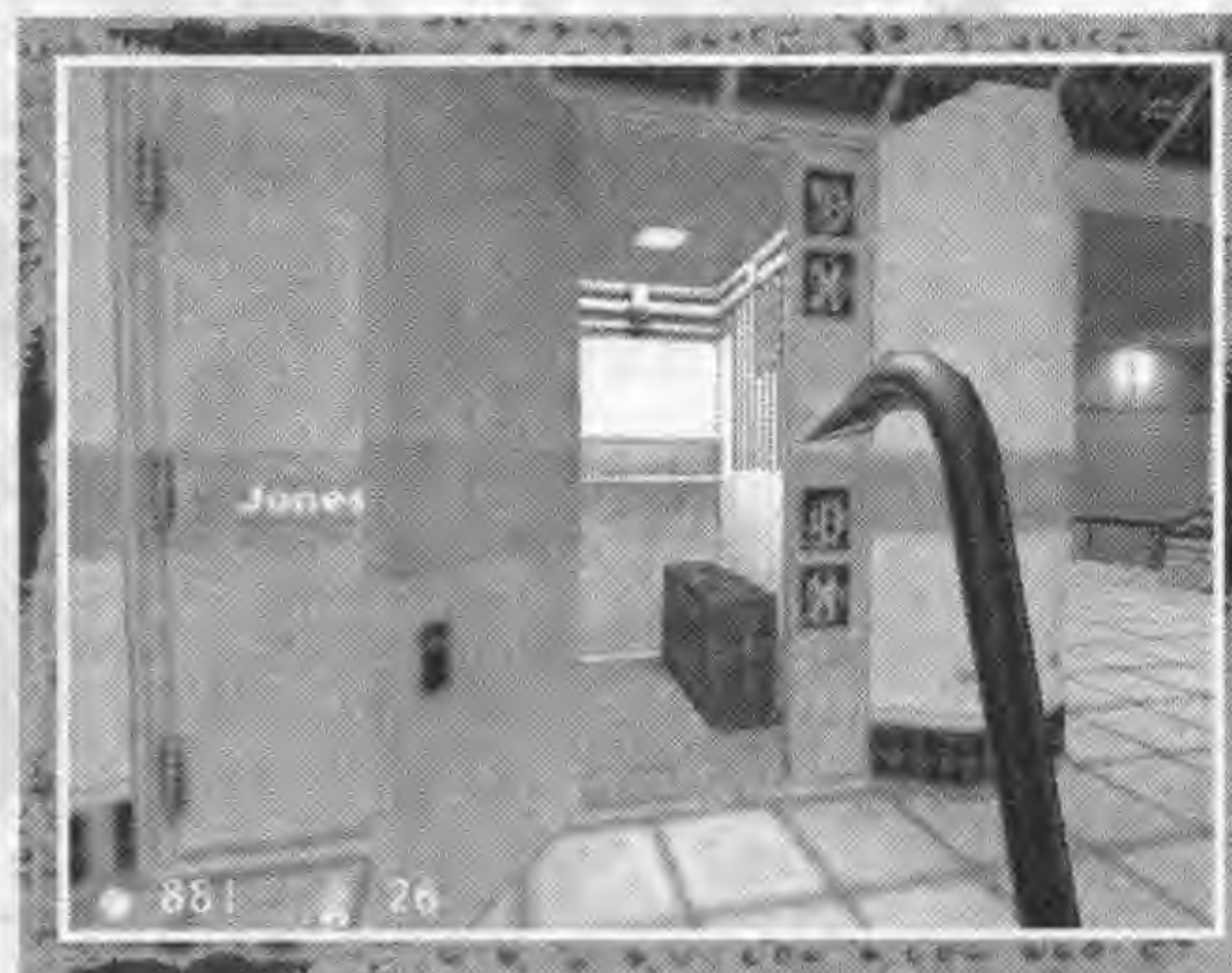
11. Outside the shaft, a Mawman attacks a Security Guard. Either kill the Mawman with your Crowbar, or watch as it kills the Guard—and *then* kill the Mawman. Take the Security Guard's Pistol if he doesn't survive.



If the Guard survives, you can't collect his Pistol. But don't worry! Simply Use him to make him follow you, and he'll shoot your enemies for you. You'll have opportunities to grab a Pistol later on.



12. Kill a second Mawman nearby, and then make your way back to the locker room (near where you first put on your Hazardous Environment Suit). Kill two more Mawmen along the way.



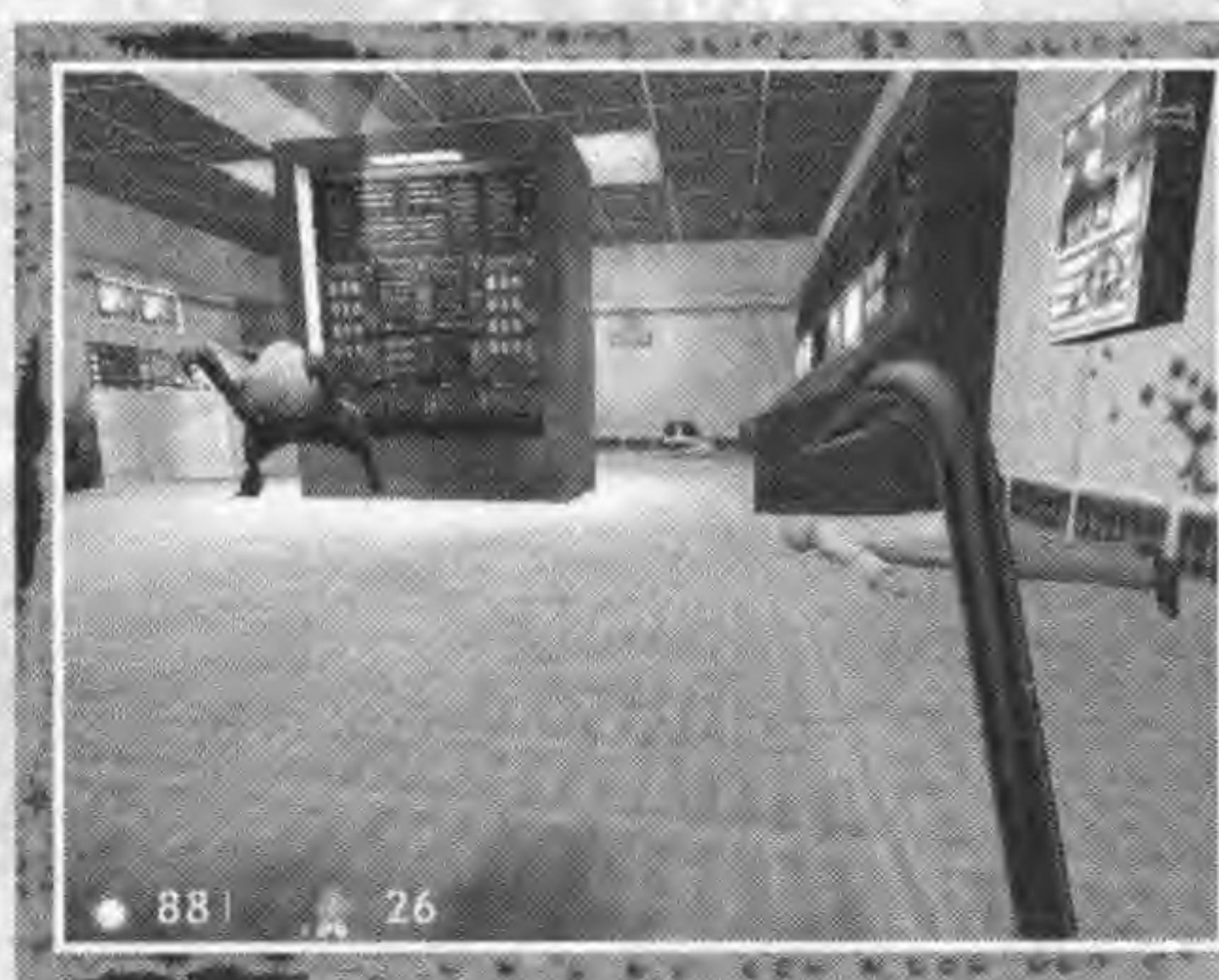
13. A new locker has opened in the locker room. Take the Pistol Clips you find in it.



14. Proceed to the Anomalous Materials Lab entrance. Locate a broken ventilation grate at floor level.

New Territory

It's time to explore the rest of the Anomalous Materials Lab—the parts you haven't seen before.



1. Crawl through the hole at the base of the wall. Move slowly, so you can kill a Headcrab that lunges at you and avoid a falling bank of computer equipment.



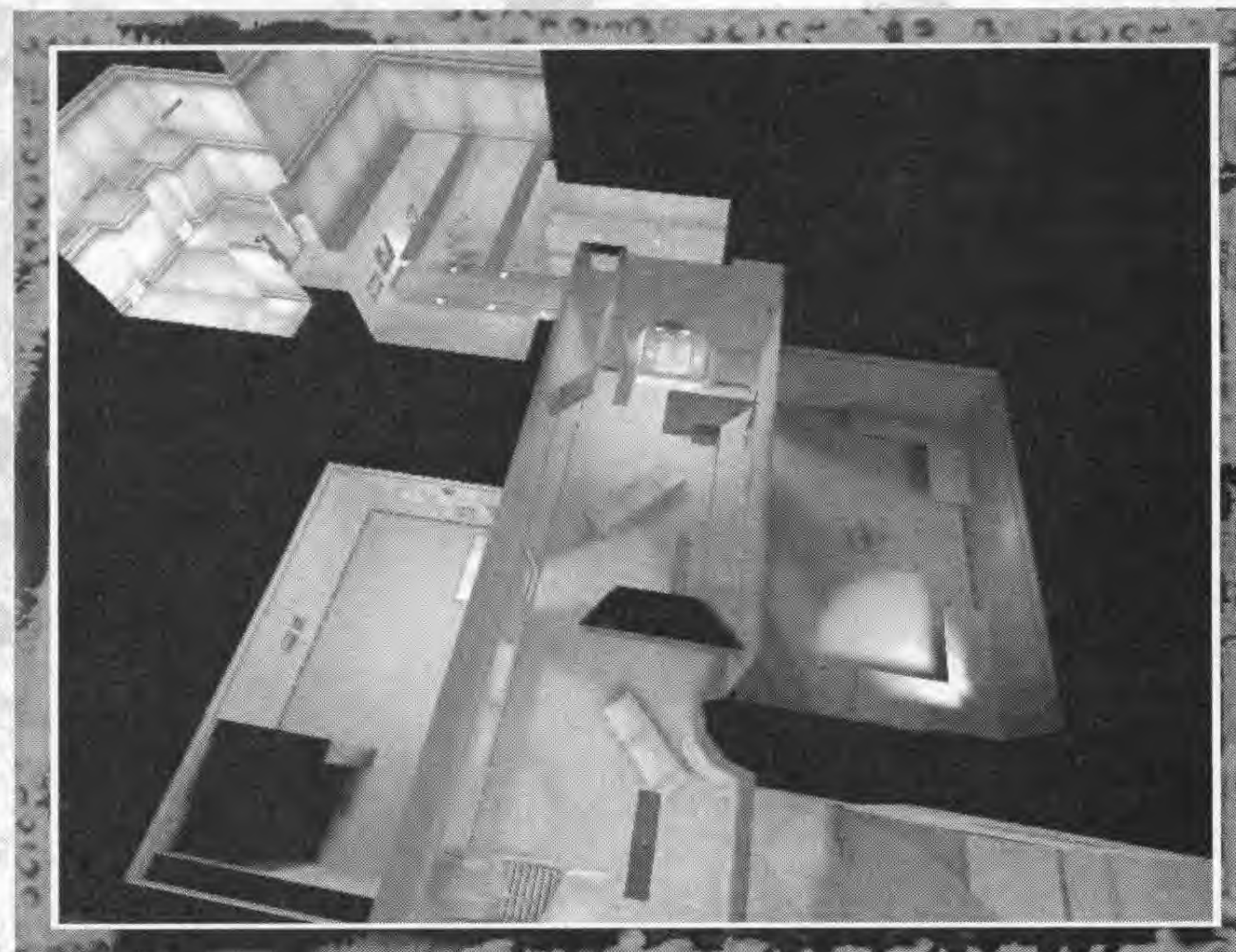
2. In the room beyond, kill a second Headcrab; then leap onto a series of fallen computer towers and go through a hole in the wall.



3. Proceed through the hallway beyond the hole, noting the rooms to either side, where Scientists try in vain to avoid Headcrabs.



If you had a Security Guard following you, you'll lose him here; he can't crawl through the hole. It's okay; you'll be fine on your own.



Map 4-4. Corridor passing between two rooms with doomed Scientists inside

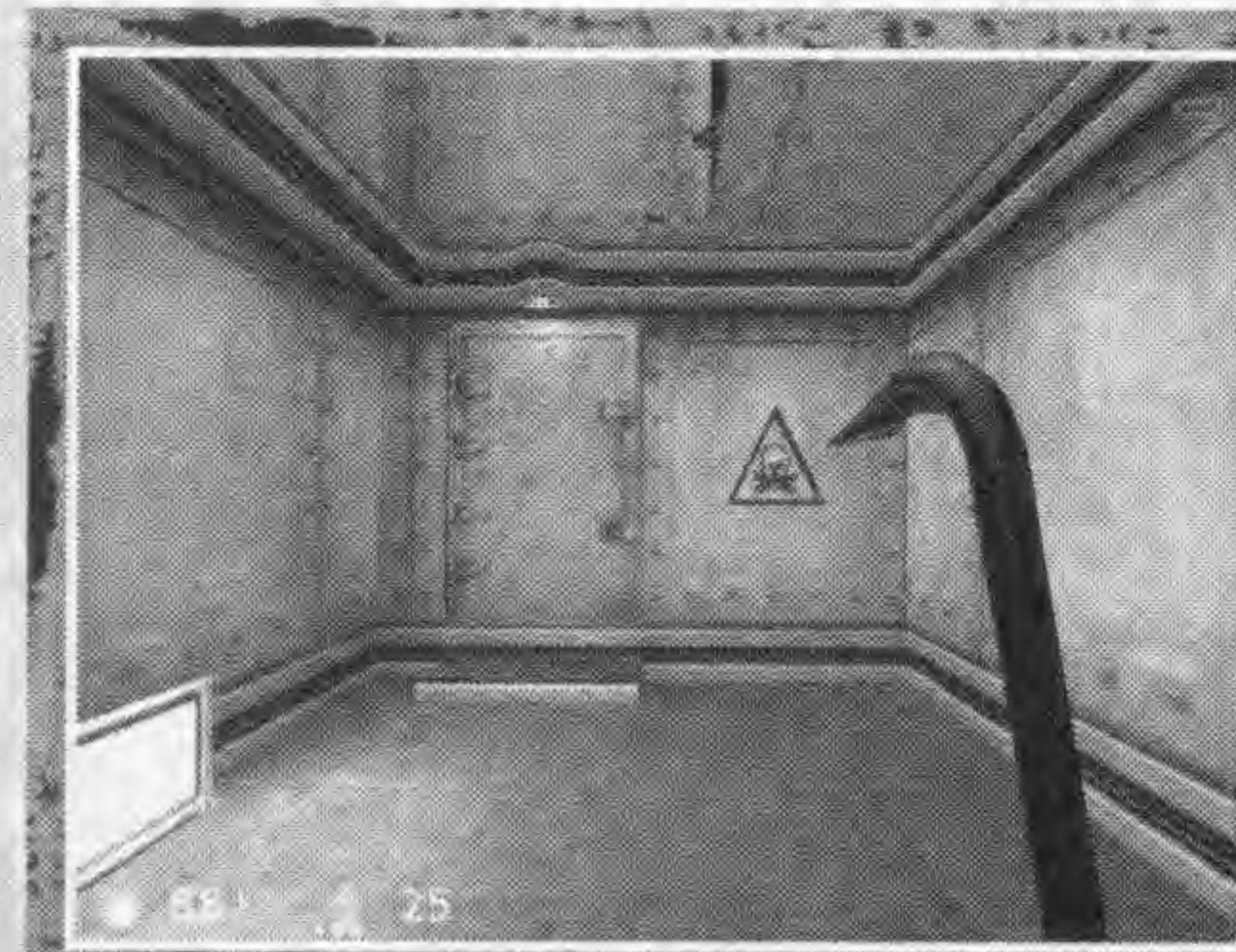
**NOTE**

If you have a Pistol already, picking up the new one just gives you ammunition.

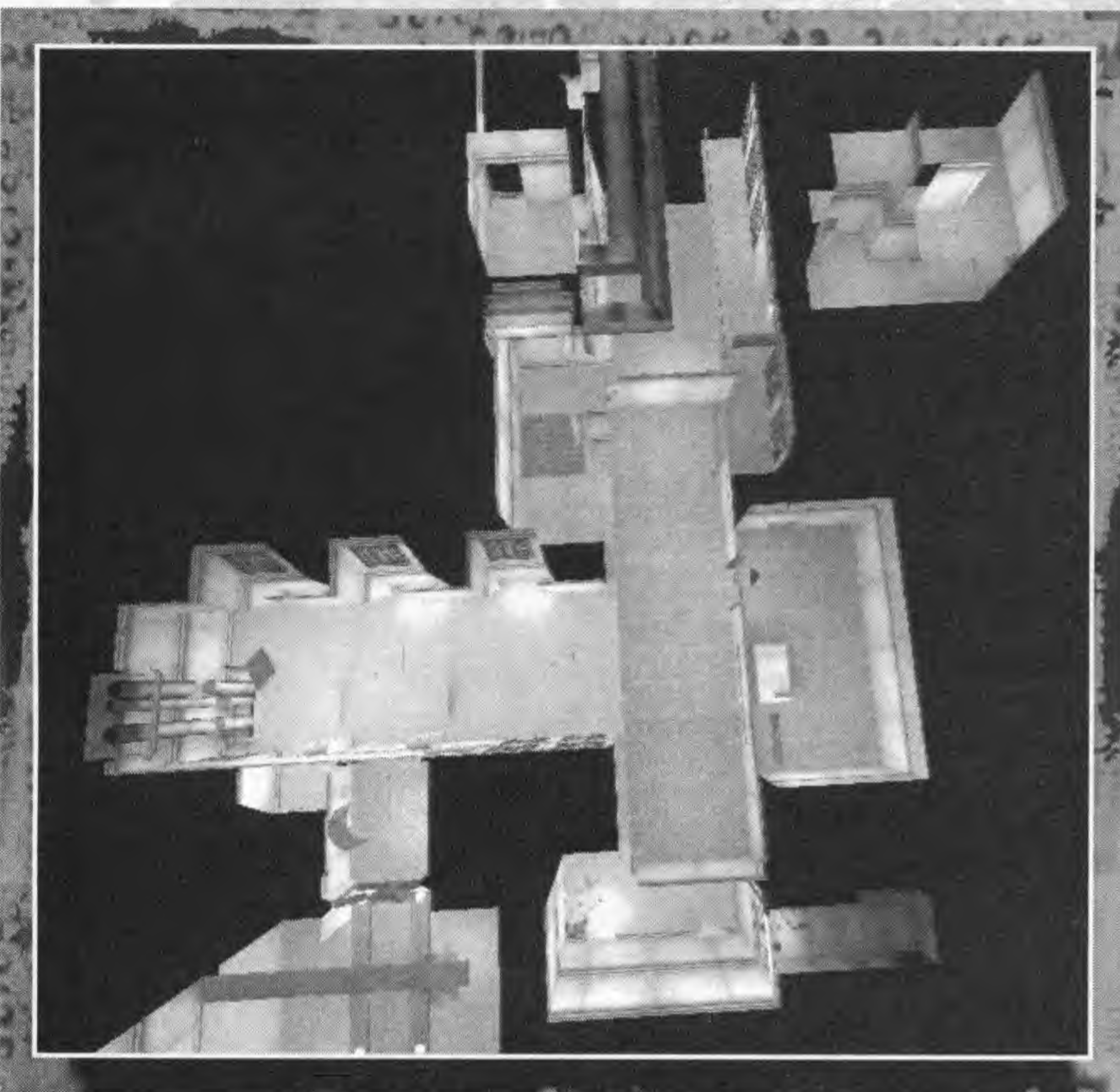
4. The hall ends in a checkpoint where a dead Security Guard and a Mawman lie on the floor. Take the Security Guard's Pistol and crawl through the broken doors of the checkpoint. Press a button to pass a second set of doors.



5. Kill a pair of Houndeyes in the vicinity, and then explore the area beyond the checkpoint. You'll get a glimpse of the dark-suited man looking down on you from a balcony. He disappears before you can do anything about him, though.



6. Kill two more Houndeyes and look for a door with a yellow triangle beside it. Go through the door and kill the Headcrab beyond.



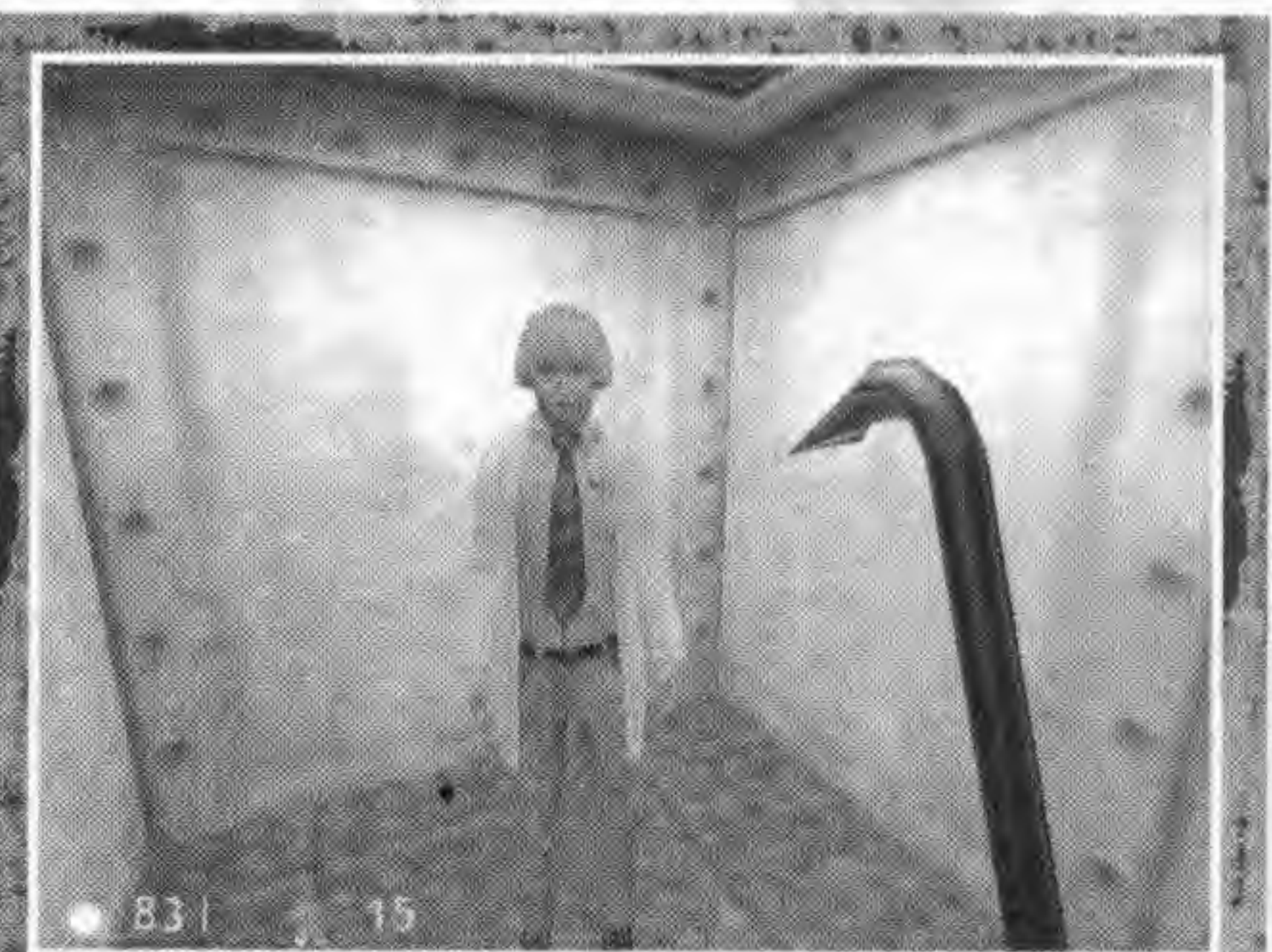
Map 4-5. First encounter with Houndeyes



7. Equip your Pistol. Climb the ladder behind the yellow triangle door. At the top, you'll see a Headcrab and a Mawman. Shoot the explosive tanks behind the Mawman and immediately drop back down the ladder to avoid the explosion. The blast will kill your enemies.



8. Climb back up the ladder. Walk along a balcony and locate a Mawman feasting on a dead Scientist. Kill the Mawman.



9. Backtrack along the balcony and locate a Scientist hiding in a corner. Lead him to the other end of the balcony, and he'll unlock a locked door. Behind the door are a First Aid Station, Pistol Clips, and a few Grenades.



10. Go back downstairs. Investigate until you find a door that's slowly bulging outward. The door bursts open, revealing a Vortigaunt. Kill it and collect Pistol ammo from the room it appeared in.



11. Nearby, a Scientist hides in a Dumpster. A Headcrab lurks in the area. Kill the Headcrab and leave the Scientist.



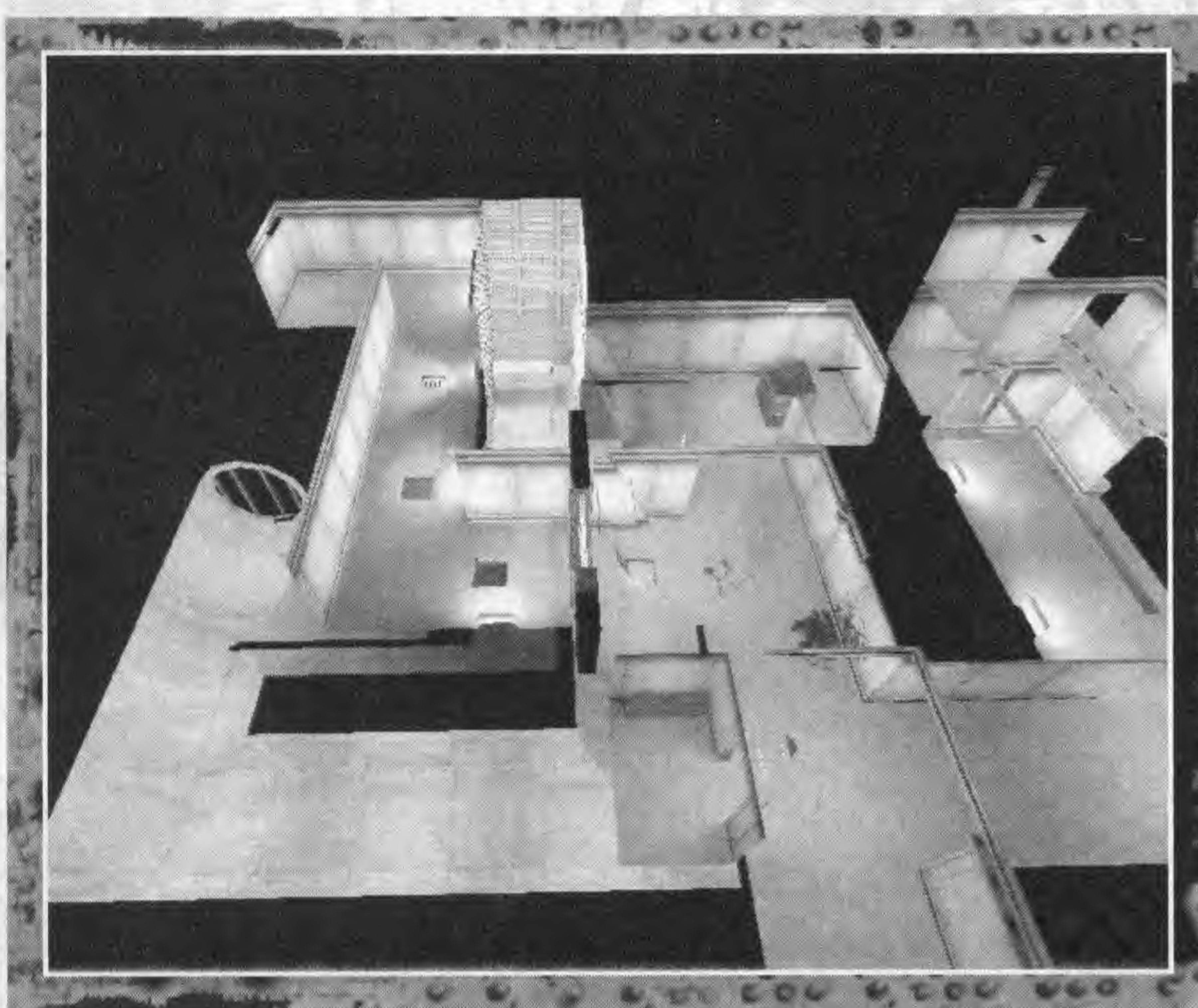
12. A barred gate stands behind a hole on the floor. If you wait here for a moment, a Mawman appears on the other side of the gate. Shoot the Mawman, and then drop through the hole in the floor.



13. Now you're in a small maze of tunnels, ankle-deep in water. Explore the tunnels. You'll find two open, unbarred holes in the ceiling—the hole you fell through, and another. Note the location of the second hole.



14. Locate a valve wheel. Turn the wheel to flood the corridors with water, and then swim to the hole in the ceiling you noted earlier. Climb out.



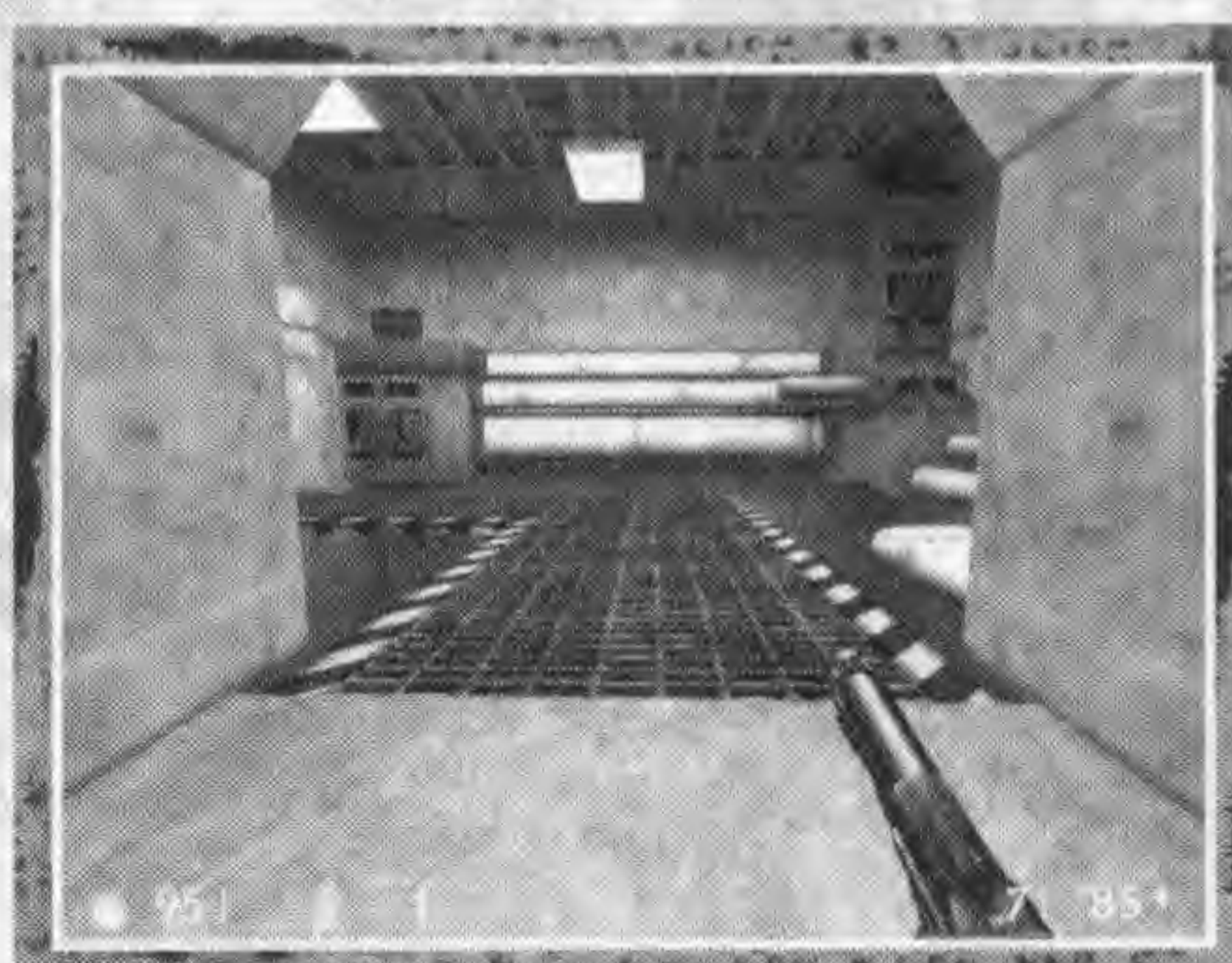
Map 4-6. Tunnels beneath the main hall must be flooded with water



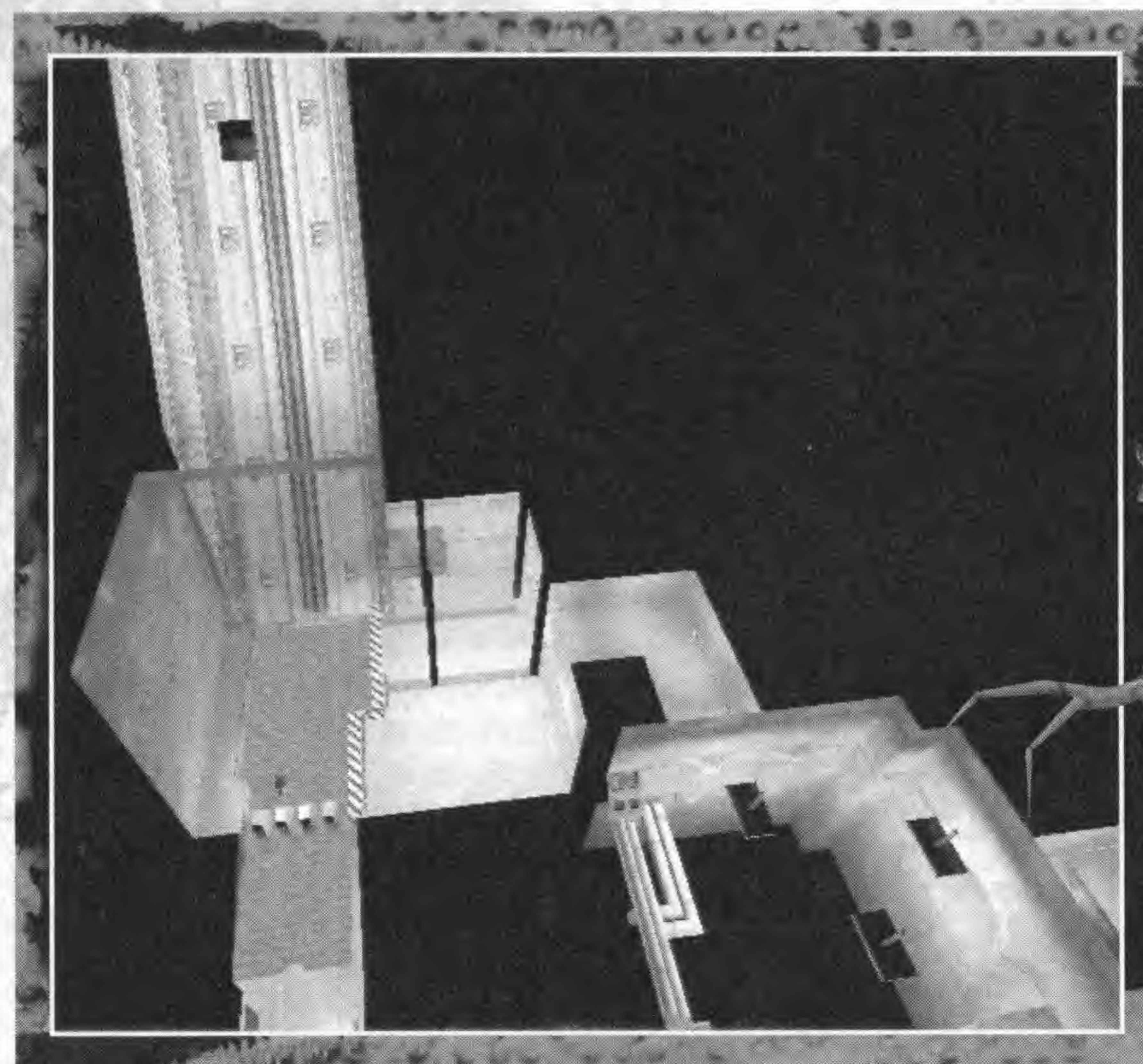
15. Now you're beyond the metal gate from step 12. Explore the hallway. You'll find a large mechanical lift. Throw the lever above the lift; then board the lift as it slowly lowers into new territory.



16. As you descend, Headcrabs slide down the slope. Avoid the Headcrabs when you can, and shoot the one that gets dangerously close.



17. You can wait until the lift stops to get off—or, if you're fast, you can get off on a raised area that has an extra First Aid Station.



Map 4-7. Area near the base of the big lift

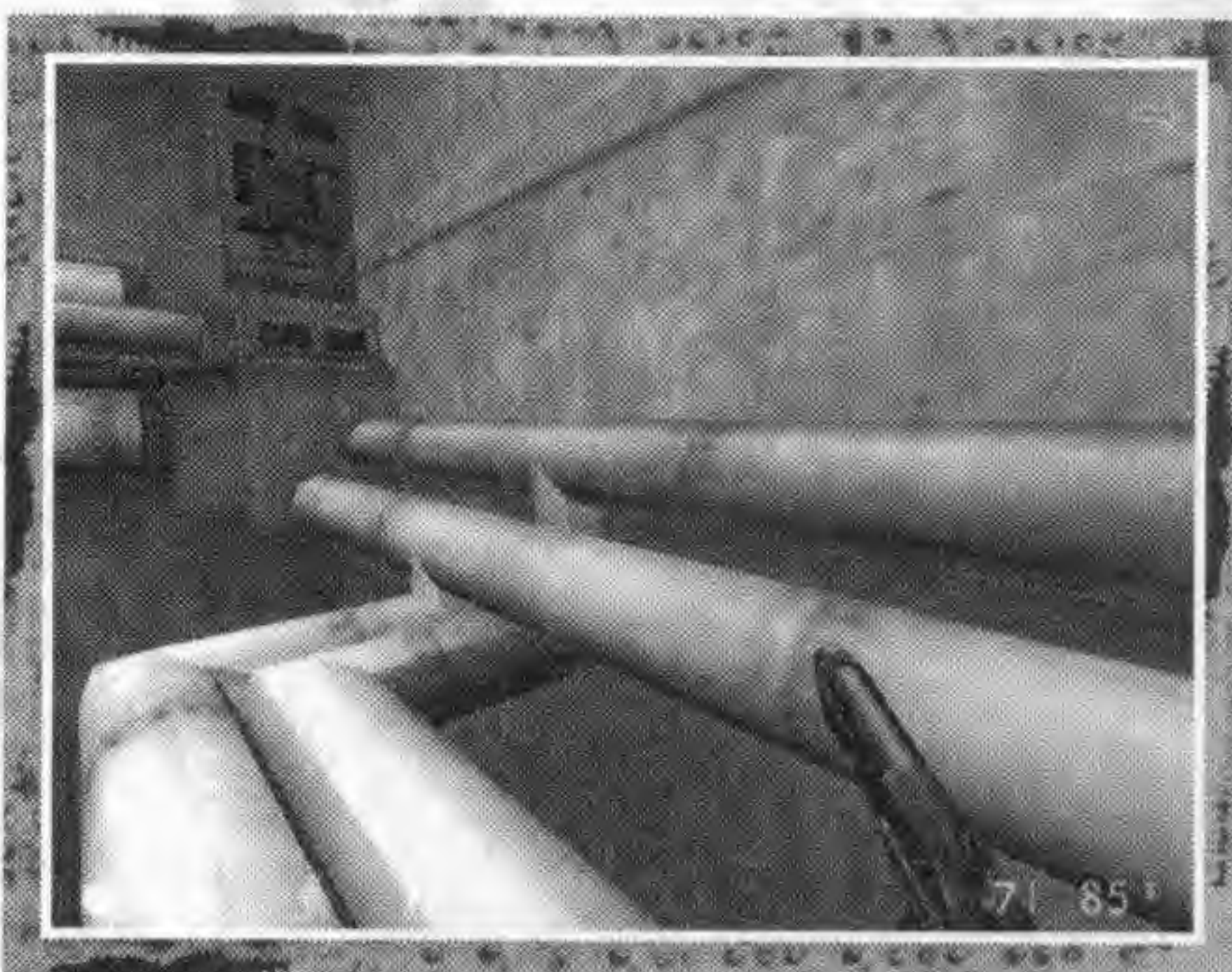


TIP
The water down here is dangerous. Avoid it!



On to the Canal

Now you're at the bottom of the big mechanical lift; ahead lies a deadly collapsing bridge and an alien-infested canal. We hope you're ready!



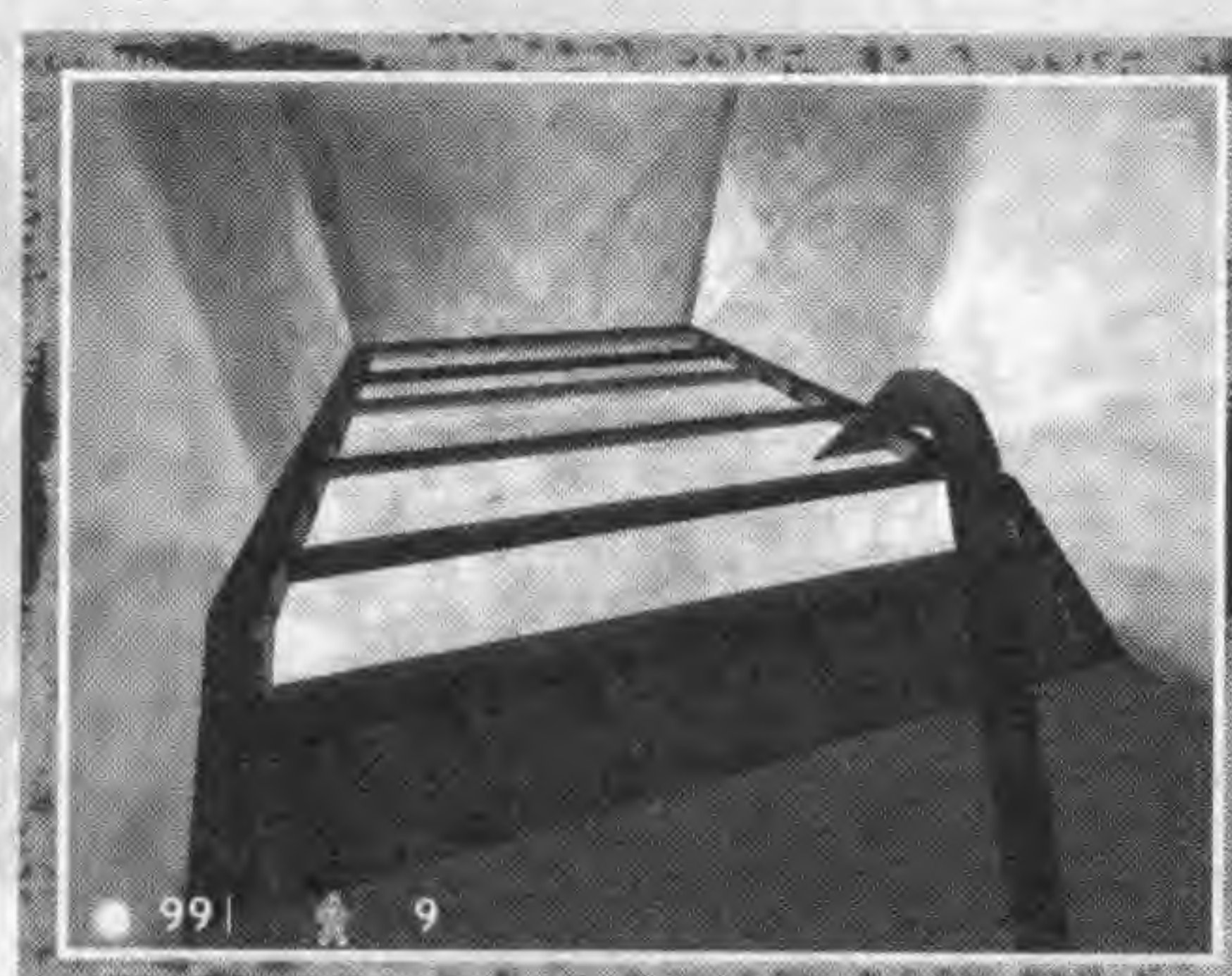
1. Kill a Houndeye that materializes nearby; then go around a bend. A metal bridge lies ahead. Approach the bridge slowly. A Houndeye suddenly materializes above it, drops, and breaks off a span.



2. The remaining span is fragile. Run across this span and leap from it to the silvery pipes on the right.



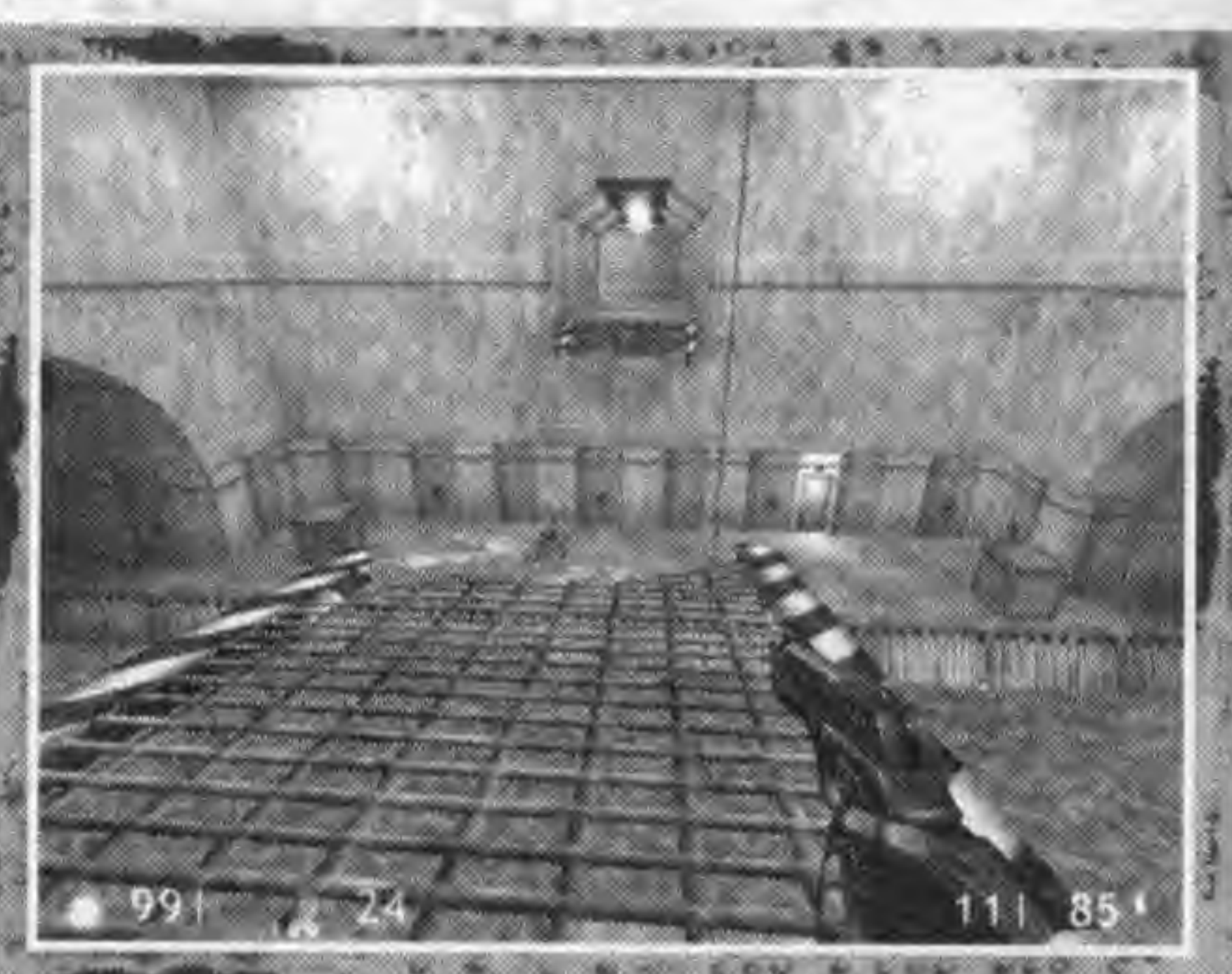
3. Walk around the perimeter of the room on the pipes, jumping when necessary. The pipes lead to a grate near floor level. Break it and crawl into the exposed ventilation tunnel.



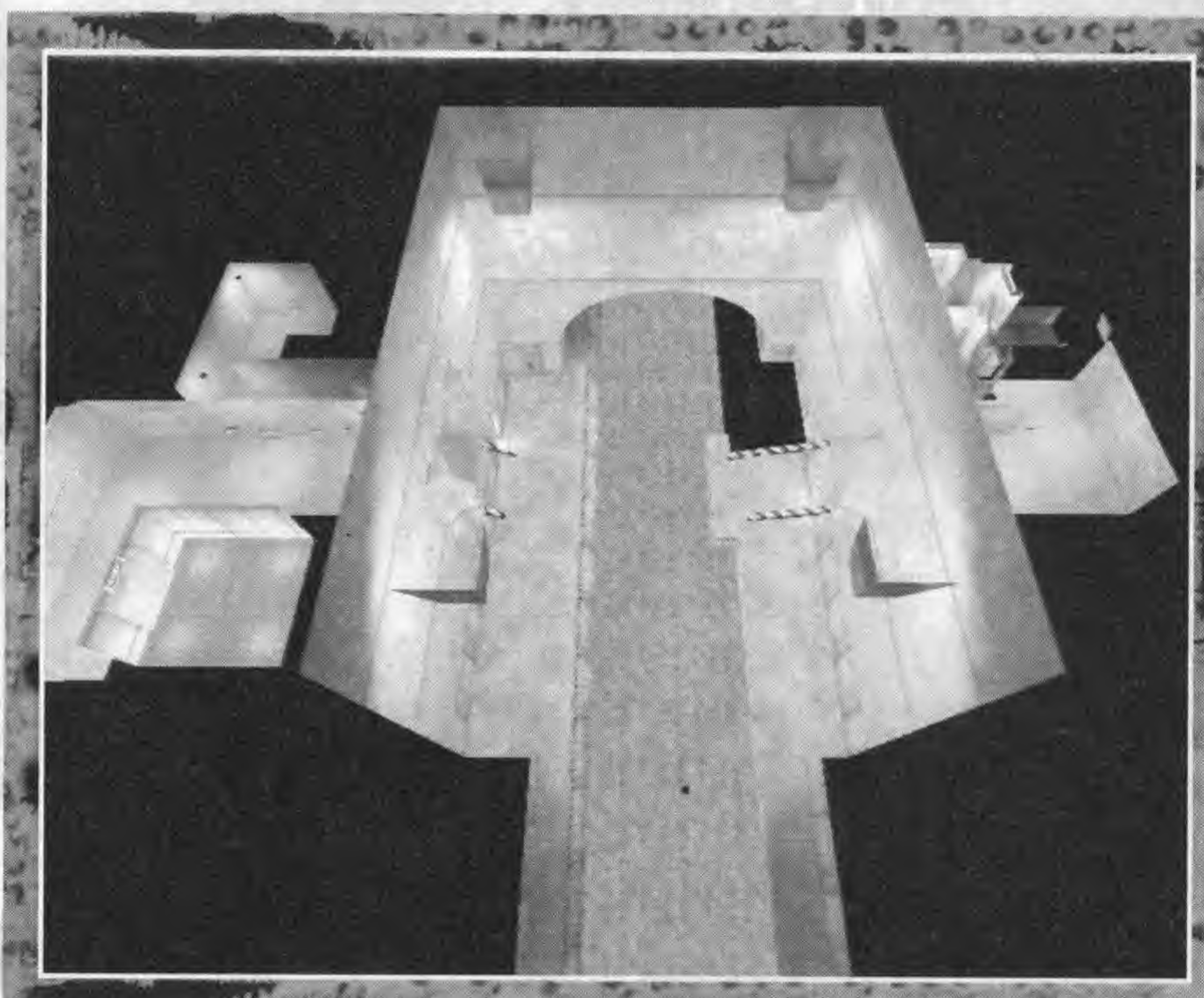
4. Crawl until you reach another breakable grate—this one beneath you. Break it and fall through.



5. You're in a short hallway. Pick up a nearby Battery, and then break several crates to reveal more Batteries. Collect them all.



6. From here you can look out over a large, water-filled canal with a Bullsquid and several Headcrabs on the ground and Barnacles on the ceiling. Don't jump down, but do shoot the Bullsquid and any Barnacles you can see from here.



Map 4-8. Aerial perspective of the canal



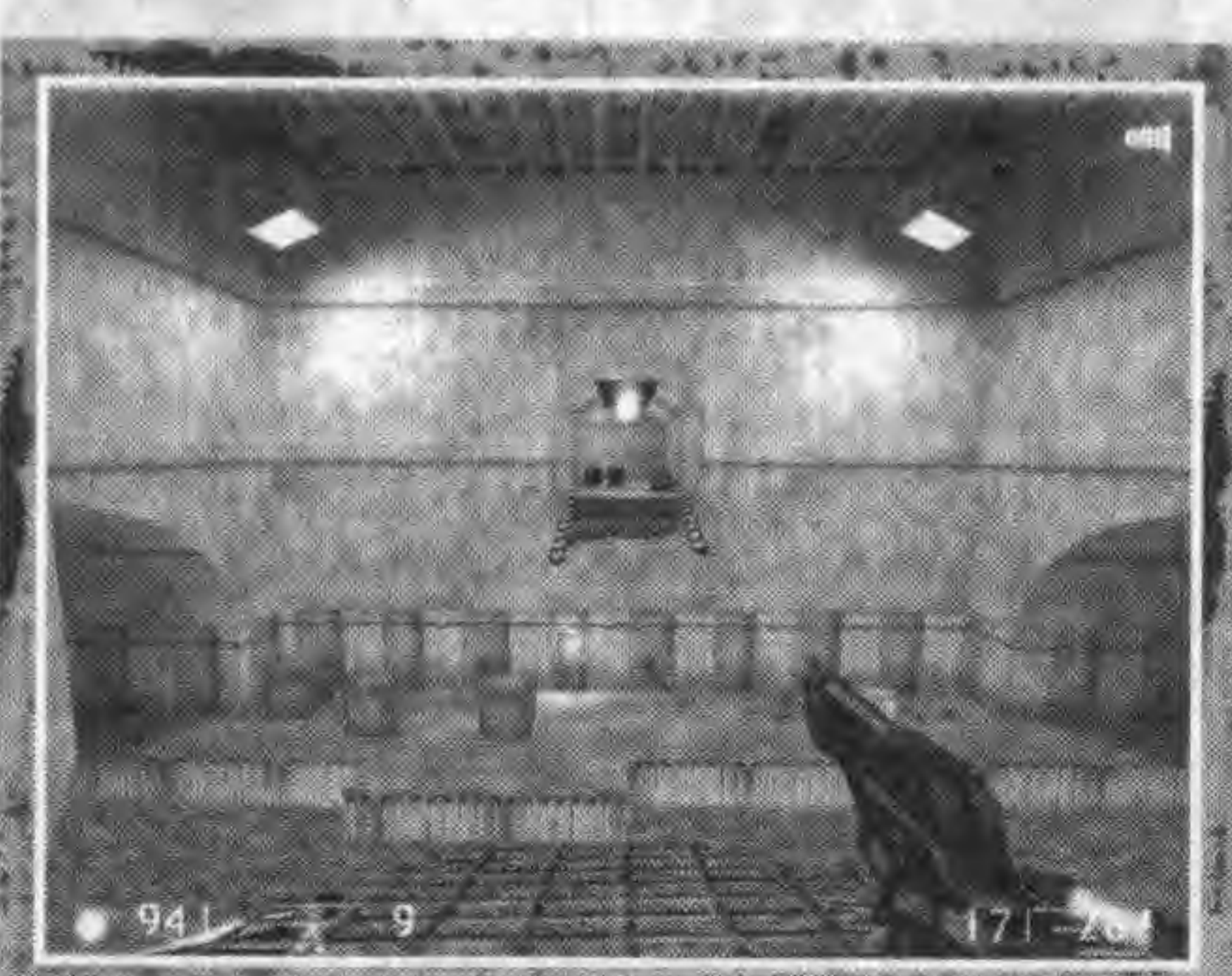
7. Go through a door labeled Lower Canal. Go down the ladder beyond and enter the canal area.



8. Shoot all remaining Barnacles in the canal area. Heal yourself with a First Aid Station in a dark corner, and then dive into the canal.



9. On one end of the canal, you'll find a ladder leading to the other side. Climb up the ladder, go through a door, and then locate and go through a second door.



10. Go through tunnels beyond the second door, to a large room filled with suspended boxes. Climb up two ladders and then slowly, carefully, jump across the boxes to the other side of the room.



11. From the other side of the box-filled room, go through a short tunnel, up a ladder, and through a couple of doors. You'll find yourself in an area where you can look out over the canal again.



12. Follow the hallway to an elevator and get inside. Press the button to ascend.



OFFICE COMPLEX

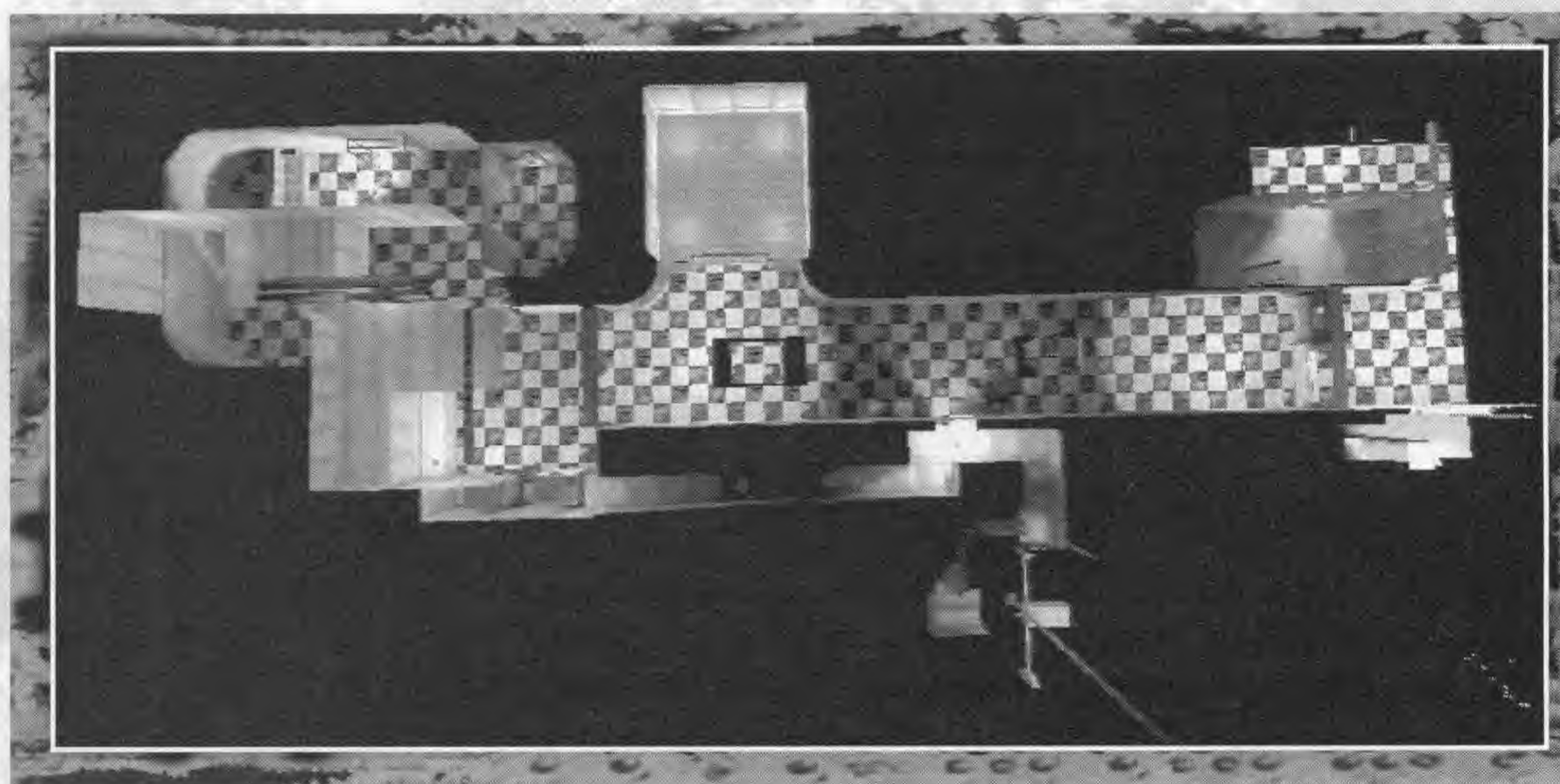
You've made it through the ruined lab, but now you've got to face an alien-infested office complex.

Early Exploration

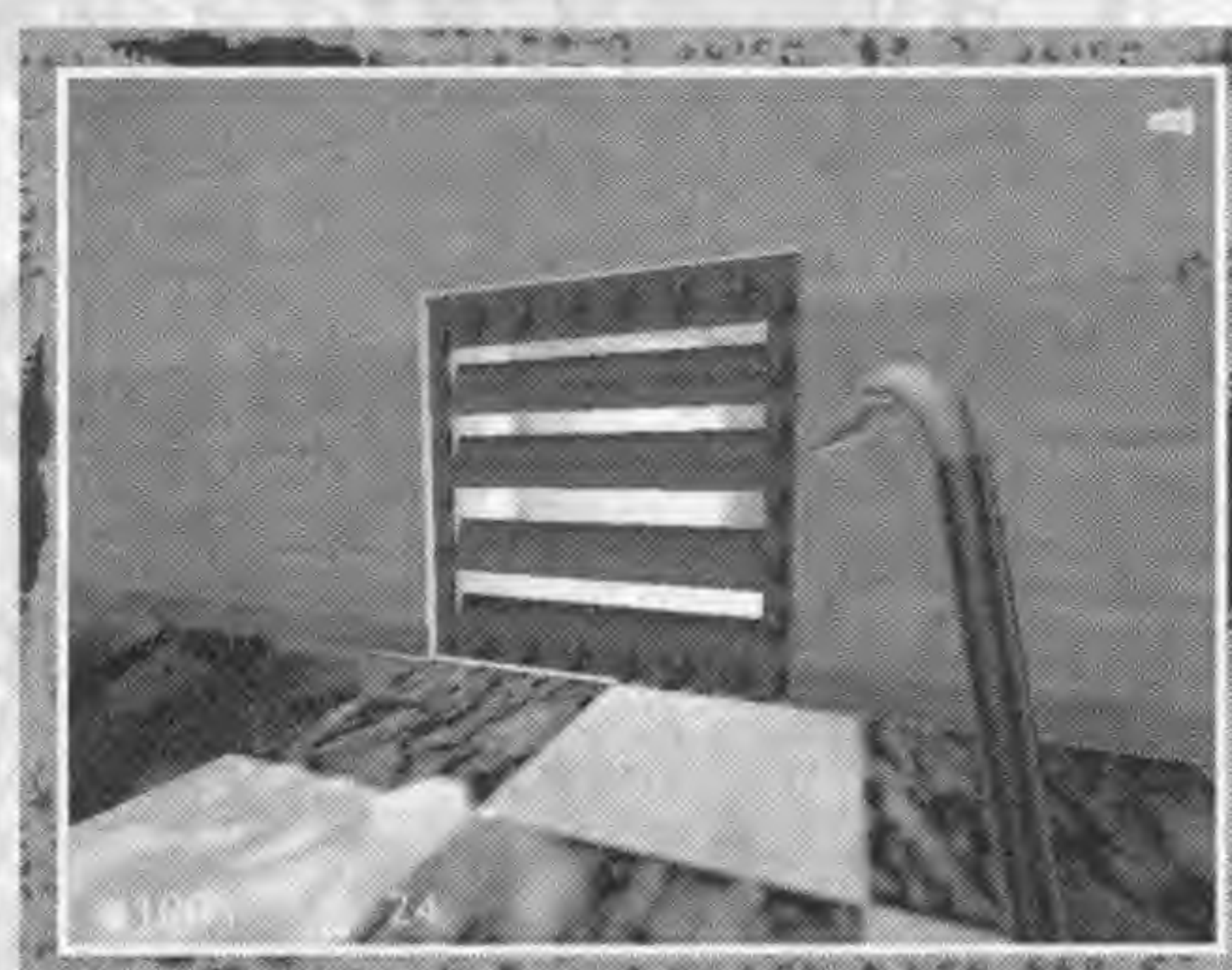
From the moment you get off the elevator, you've got your hands full. Here's what to do:



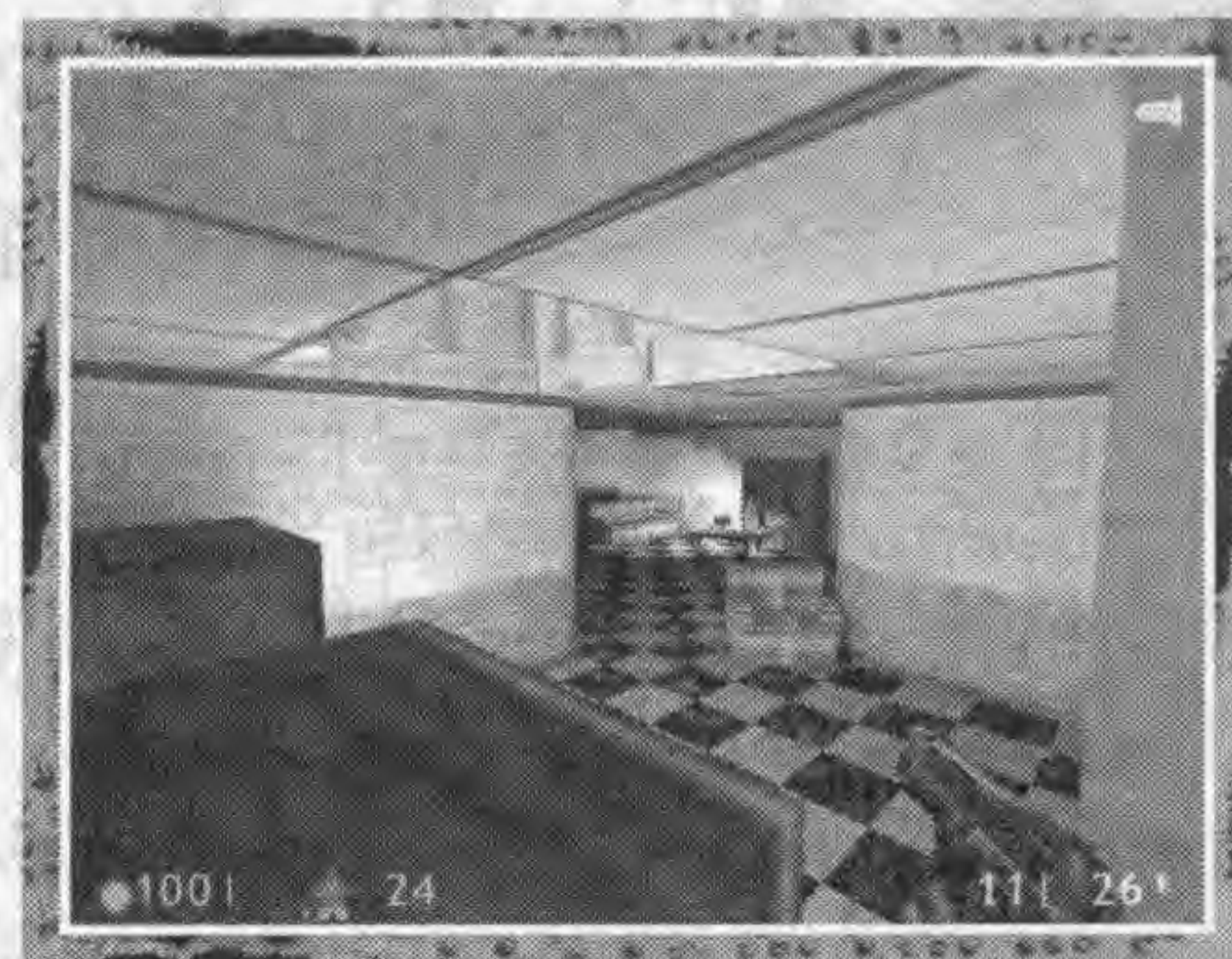
1. Exit the elevator and shoot the nearby Headcrab. Note the locked red doors and the hot, sparking wires blocking the hall.



Map 4-9. Start of the Office Complex (elevator shaft at top center)



2. Break a grate near the floor, next to the electrical wires. Crawl through the broken grate and take a right.



3. Shoot out another grate and drop into a room filled with vending machines, Barnacles, and frightened Scientists. Kill the Barnacles, and then go through a door labeled "High Voltage." Flip the lever beyond the door.



4. Exit this area through the big red doors. You're back in the corridor, near the elevator where you started the level.



For some extra ammunition, crawl back into the ventilation duct, and this time take a left. Turn on your flashlight. You'll find a small room with a big, motionless fan and a dead Security Guard. Kill the two Headcrabs and collect the Security Guard's Pistol ammo.



5. Walk down the hall, past the now-dead electrical wires. The door at the end of the hallway is locked, but you can shoot the window beside it and jump through by crouching as you jump.



6. Beyond the window is a flooded lab, a pair of locked red doors, and a wooden door. Approach the wooden door; a Mawman will slowly break it apart from the other side. Kill the Mawman and take the Pistol Clips beyond the door.



7. Break down a wall of boxes to reach a big storage area. Inside, find a chest with a Shotgun on it. At the end of the room is a locked metal fence, with a Security Guard behind. A Mawman attacks the guard. Shoot the Mawman as soon as it appears, and the guard will survive. Then he'll open the gate and let you in.



8. Behind the gate, take ammo and a First Aid Kit. Return to the storage room. A ladder leads downstairs. Take it, and in boxes downstairs you'll find another First Aid Kit and a Battery.



9. Return to the flooded lab. Jump in through the window, using a crouch-jump, and then hop across tables without touching the electrified water. When you reach the light switch on the wall, use it. This turns off the lights, and also makes the water safe.



10. Turn on your flashlight. You'll find a Battery in a half-open filing cabinet. Break a ventilation grate on the wall, and get into the ventilation duct.



11. Move forward slowly with your flashlight on. Hold down the Crouch button as you move. Kill three Headcrabs as you proceed.



12. Eventually the ceiling gets higher, but there's a deadly spinning fan overhead. Keep holding the Crouch button until you're past the fan.



13. When you reach a grate, destroy it and crawl past. The floor falls away beneath you, and you're in a new section of the main hallway.



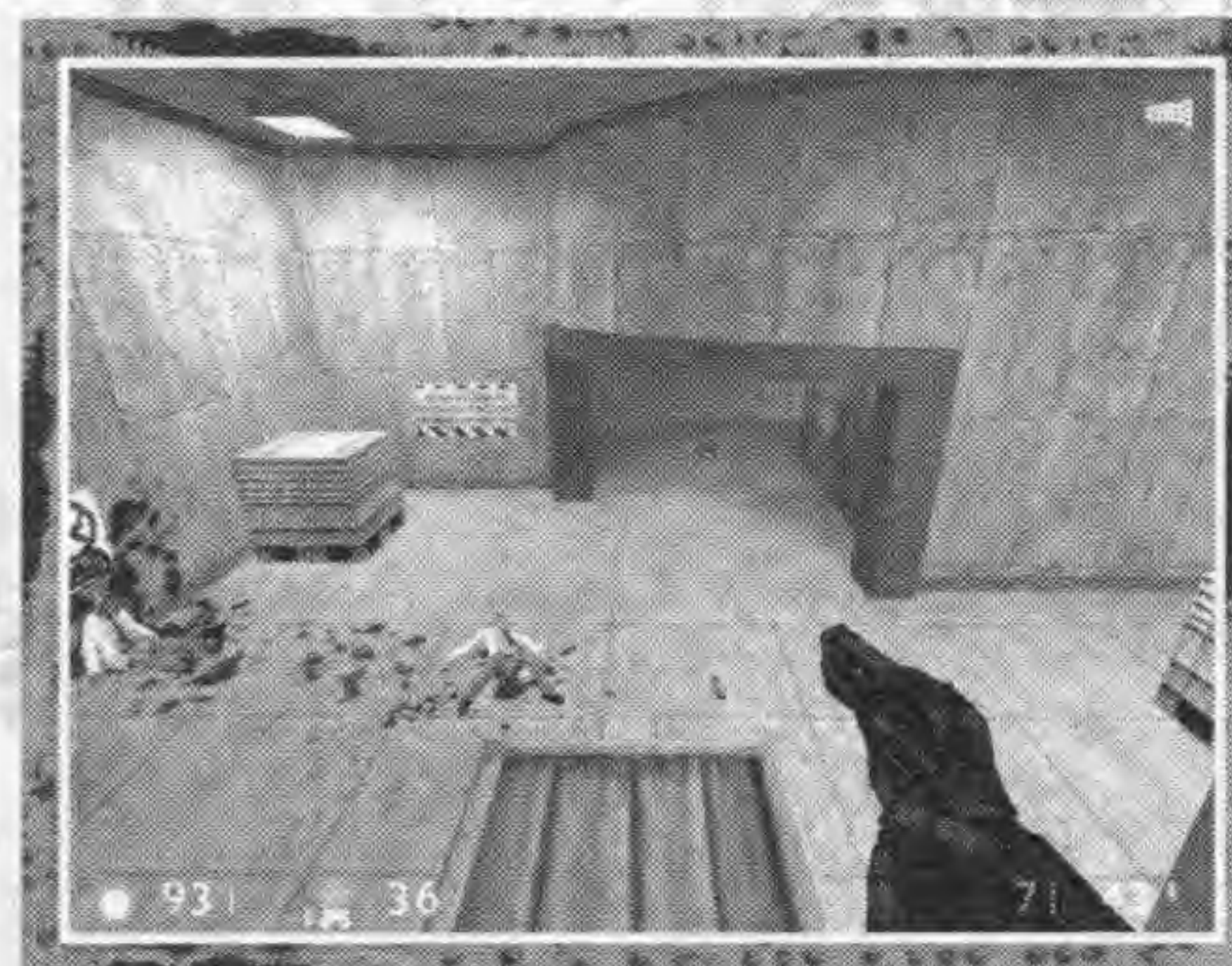
TIP
You can open a pair of red double doors to return to parts of the level you've already explored, if you like.



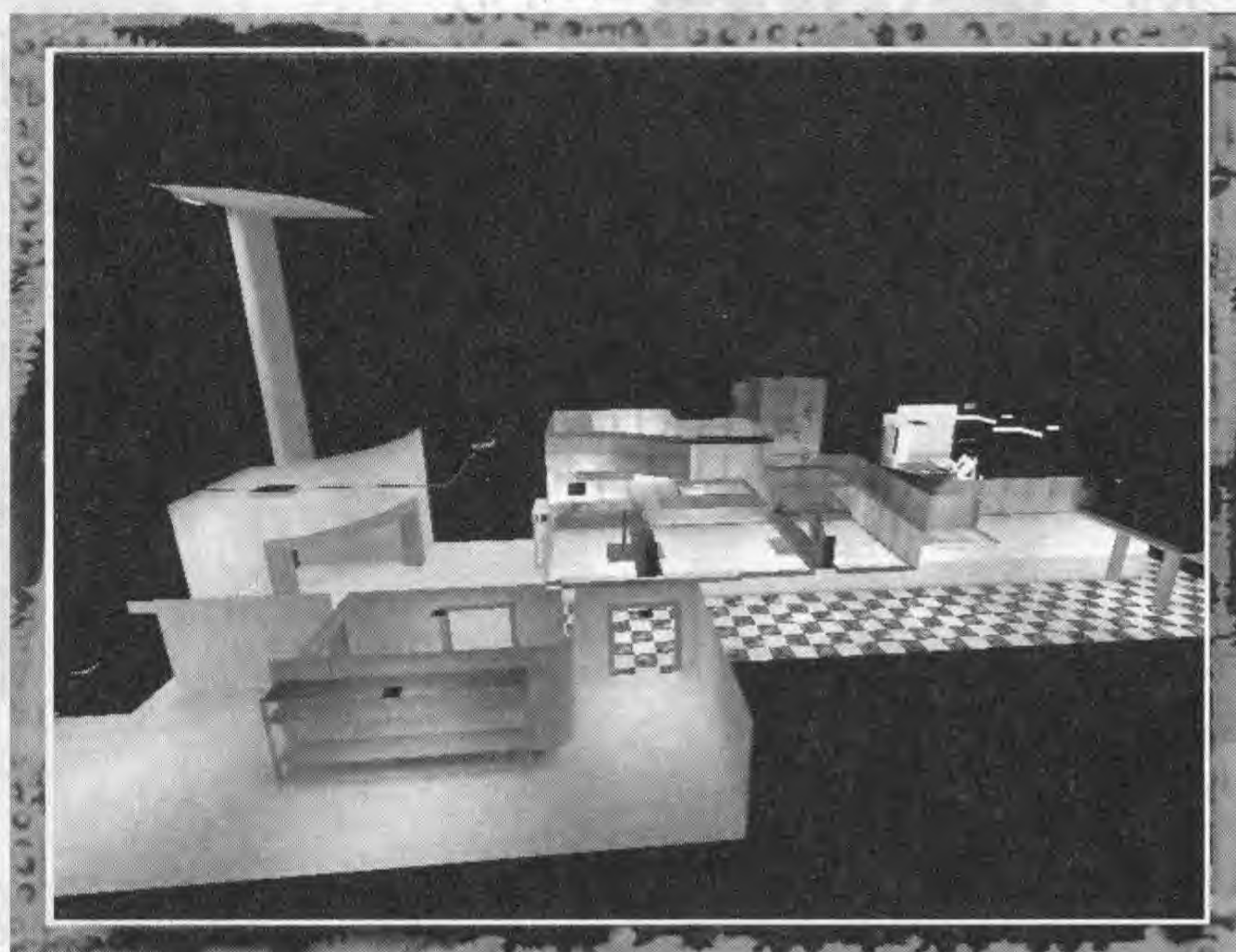
14. Walk down the hallway; another section of ceiling falls just ahead. Shoot a pair of Headcrabs, and then arrange boxes on the floor so you can jump up to a ladder in the ceiling.



15. Climb the ladder and break the floor grate upstairs. Drop down, kill a Headcrab, and you'll see another grate. Break it, but stay back—an Automatic Turret lies beyond.



16. Watch as the turret shoots a Scientist and a Headcrab. Then leap into the room, run *toward* the turret (break crates with the Crowbar to clear a path), and crawl beneath the platform where the turret is mounted. Flip a switch to deactivate the turret.



Map 4-10. Near the stairwell and the Automatic Turret



To access the First Aid Station near the turret, get a small crate from a nearby hall and push it up to the turret. Use it together with a larger crate to reach the turret platform.



17. Explore a storage room nearby. You'll find Pistol Clips, Shotgun Shells, and a Battery.



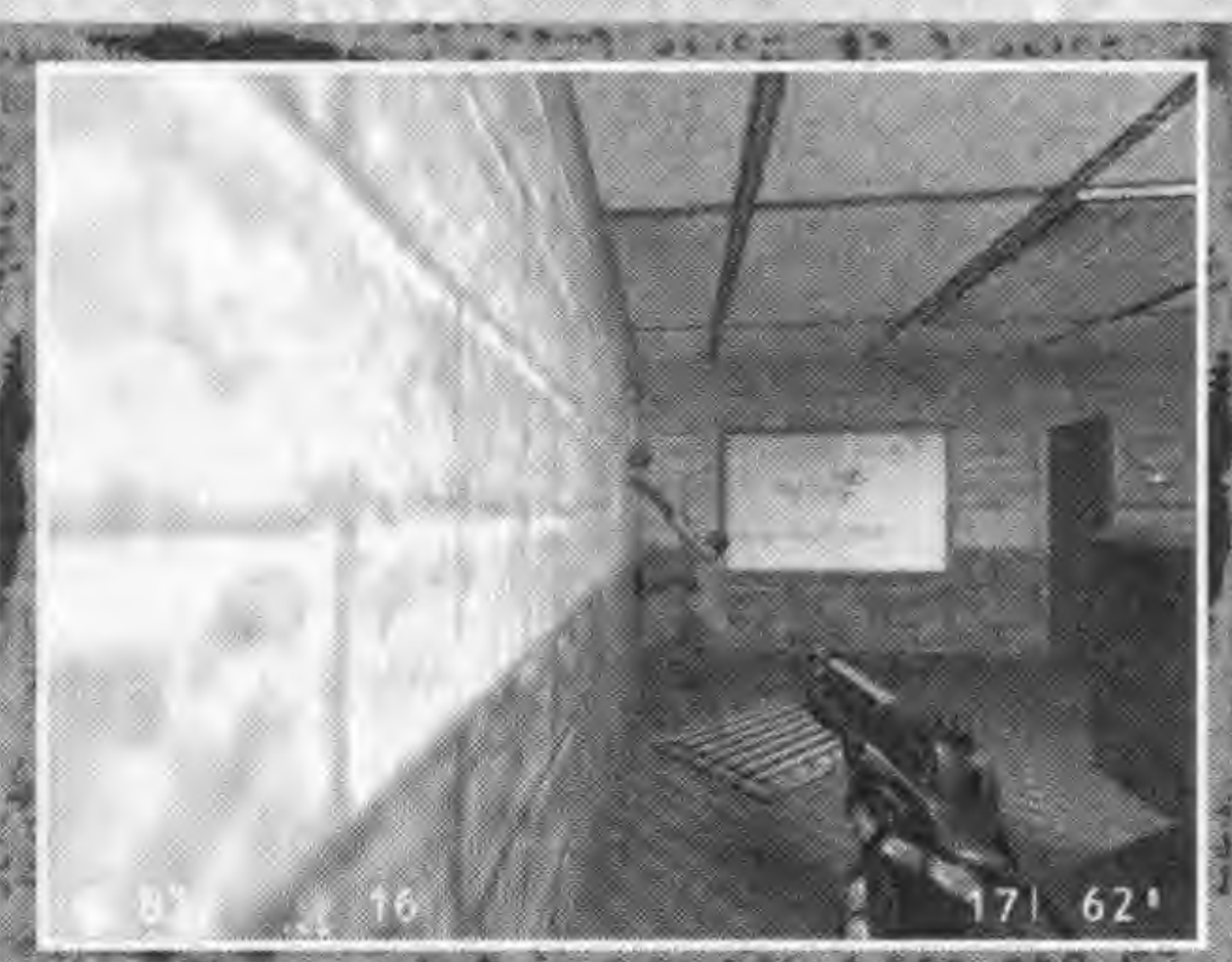
18. Kill the Headcrabs guarding a stairwell, and climb the stairs.

Administration, Level 1

The upstairs offices are as infested with aliens as the lower ones. However, you have an advantage up here—Security Guards.



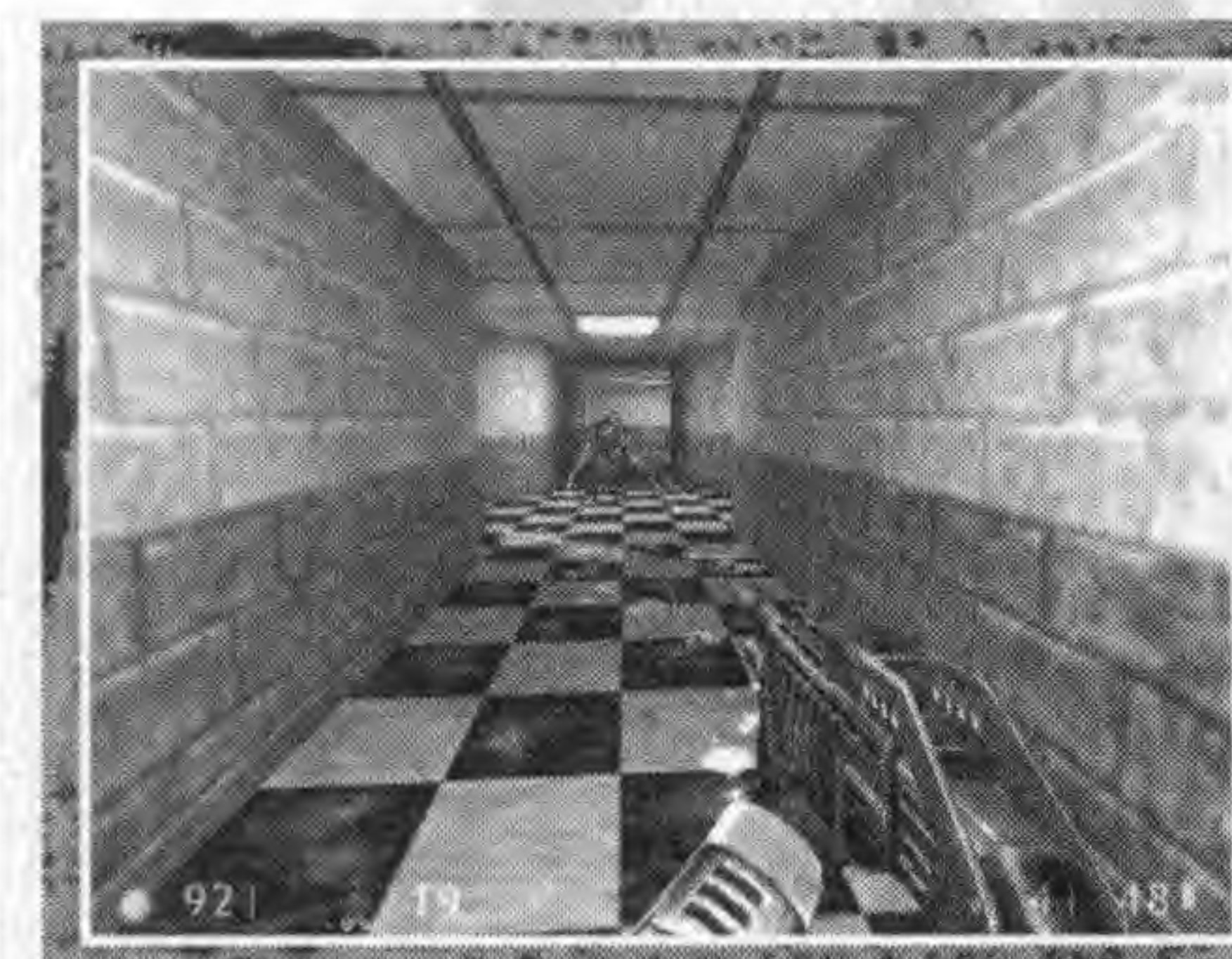
1. A Security Guard stands at the top of the stairs. Have him follow you and provide fire support.



2. Destroy nearby crates for ammo, and then enter a long hallway. Explore an office to the left; you'll see a pair of Scientists get dragged into a ventilation duct. Ignore them for now, and take the Battery and First Aid Kit in this room.



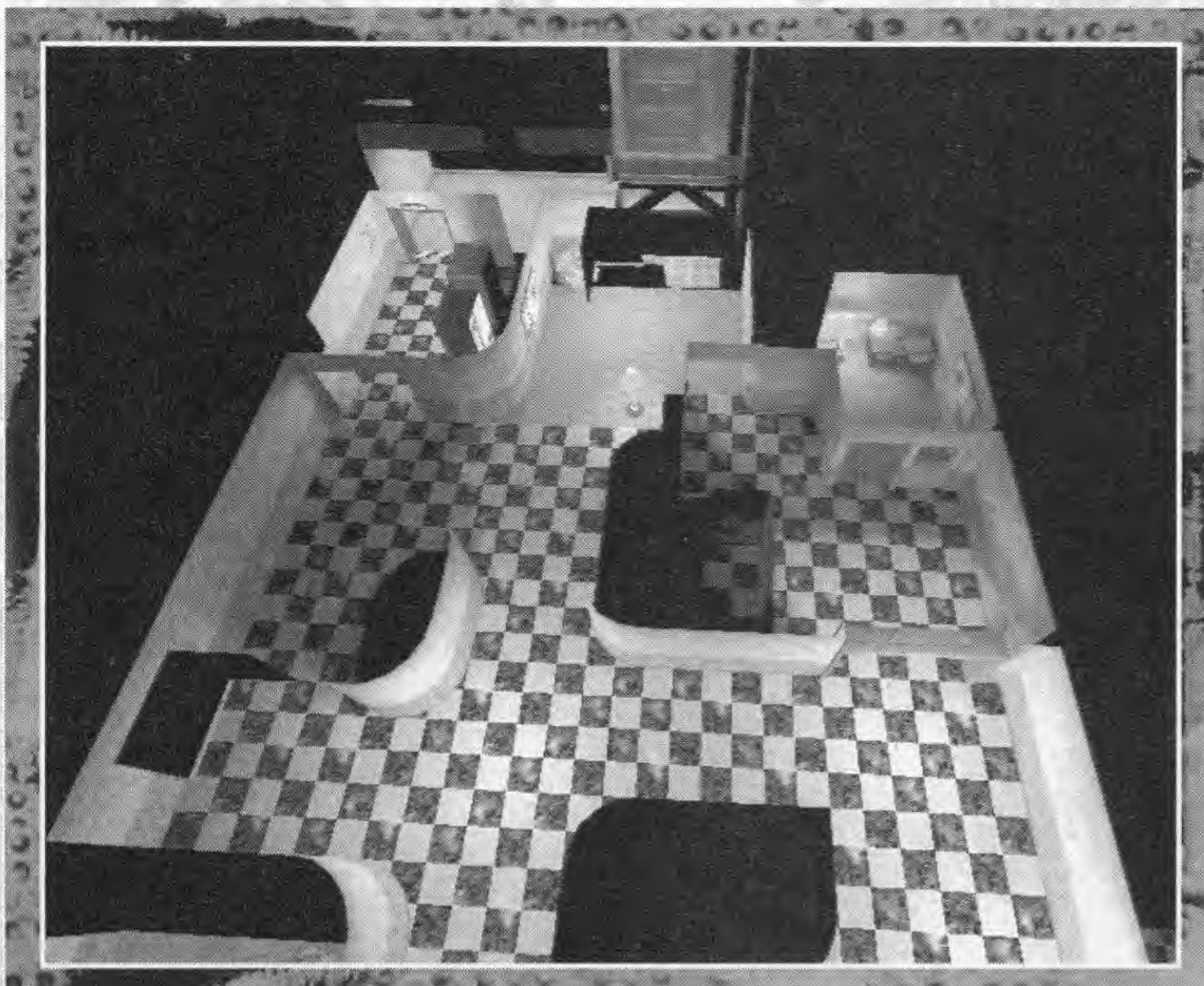
3. Move farther down the hallway. Where the hallway broadens, several Vortigaunts attack. Fall back and gun them down.



4. Explore the area. More Vortigaunts lurk here, and you'll find Pistol ammo and First Aid Stations in various offices. Watch out for Headcrabs that burst from the ceiling.



5. Locate a lounge with plaid sofas and a bookshelf. Shoot the ceiling above the sign that says "Maintenance Access" to reveal a ladder.



Map 4-11. Lounge areas with lamps and sofas



6. Climb the ladder and slide to the right. An Automatic Turret starts powering up. Quickly locate the metal fuse box on the wall nearby, and flip the lever to disable the turret. Also, collect a Shotgun on the floor near the turret. Climb down when you're done.



Wait until the Automatic Turret starts powering up before you disable it, or the switch may not be effective.



7. At the edge of the offices is a broad staircase. Kill the Barnacle at the foot of the stairs and then go up, prepared to shoot the trio of Headcrabs at the top.

Administration, Level 2

You're on the second floor of the administration offices. More nasty surprises await!



1. Take the corridor at the top of the stairs. Destroy the lone Mawman up here, but avoid the nearby boxes: one will explode if you damage it.



2. Proceed along the corridor, killing two Vortigaunts, and go through the red door at the other end. Have the Security Guard on the other side follow you down a nearby ramp.



3. Downstairs you'll find a Bullsquid, Shotgun ammo, and some Grenades. Kill the Bullsquid and take the loot.



4. As you try to leave the area, two Vortigaunts teleport in. Gun them down as soon as they appear, preferably with the Shotgun.



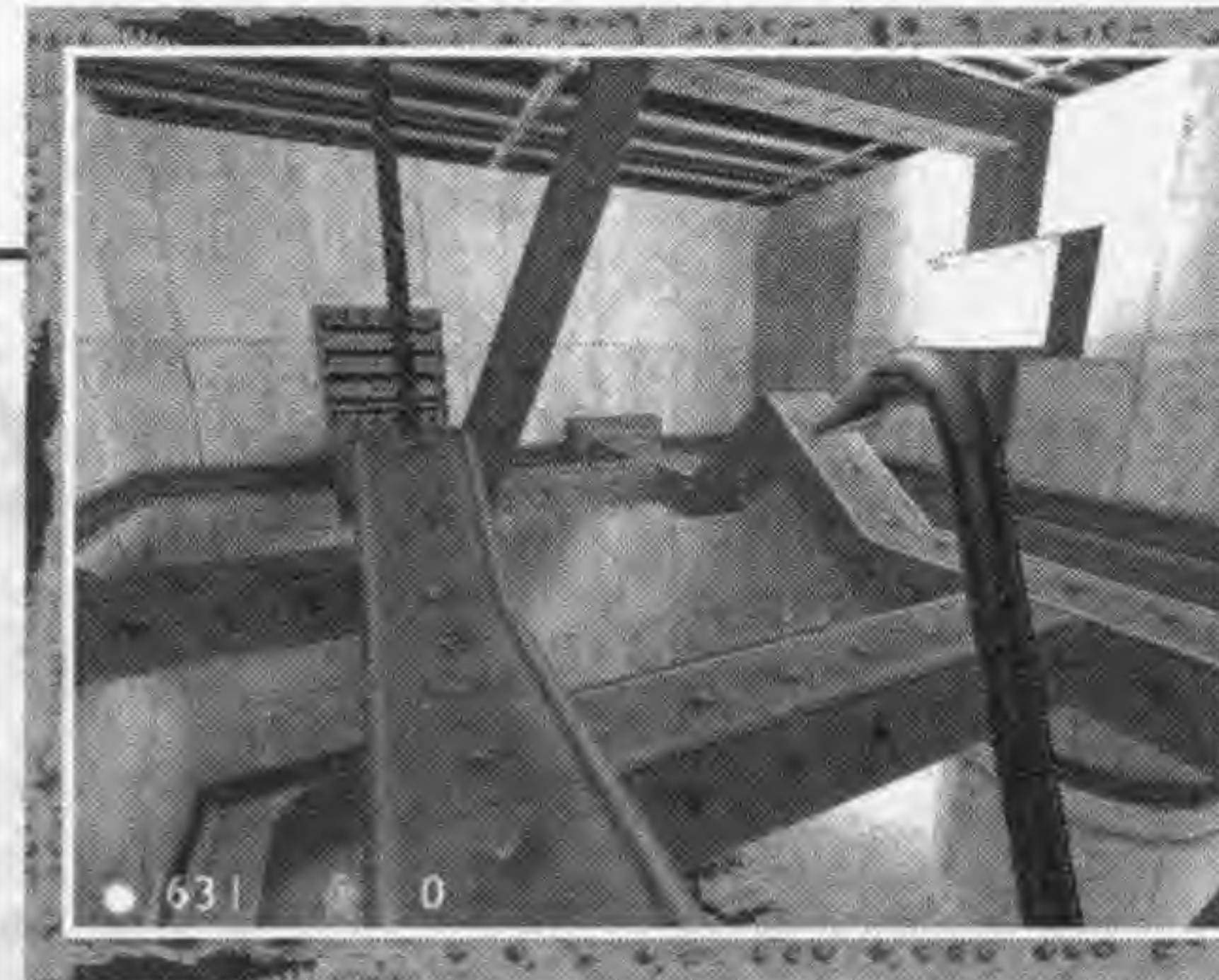
5. Go back up the ramp.



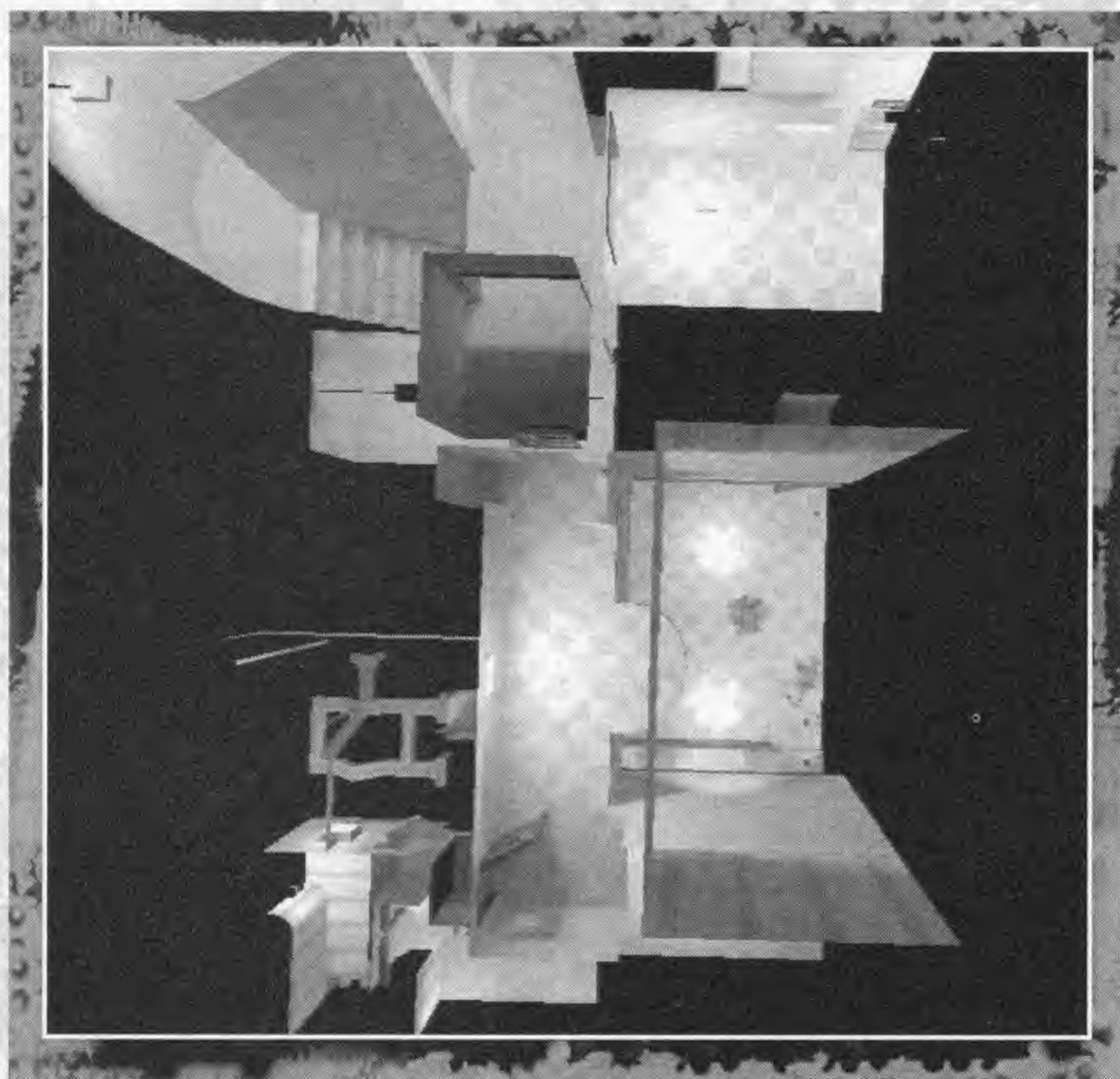
To stock up on Grenades and Shotgun ammo, look for the floor-level grate near the top of the ramp (beside the red door). Shoot the grate and enter a duct. Follow the duct to a ladder, and climb up. Cross a strange, three-bladed fan into another tunnel, carefully avoiding the blades.

Follow the new tunnel to a ledge. Cross the ledge; you're above the basement room where you recently shot a Bullsquid. Crawl across the ceiling beams and enter the ventilation duct on the far side of the room.

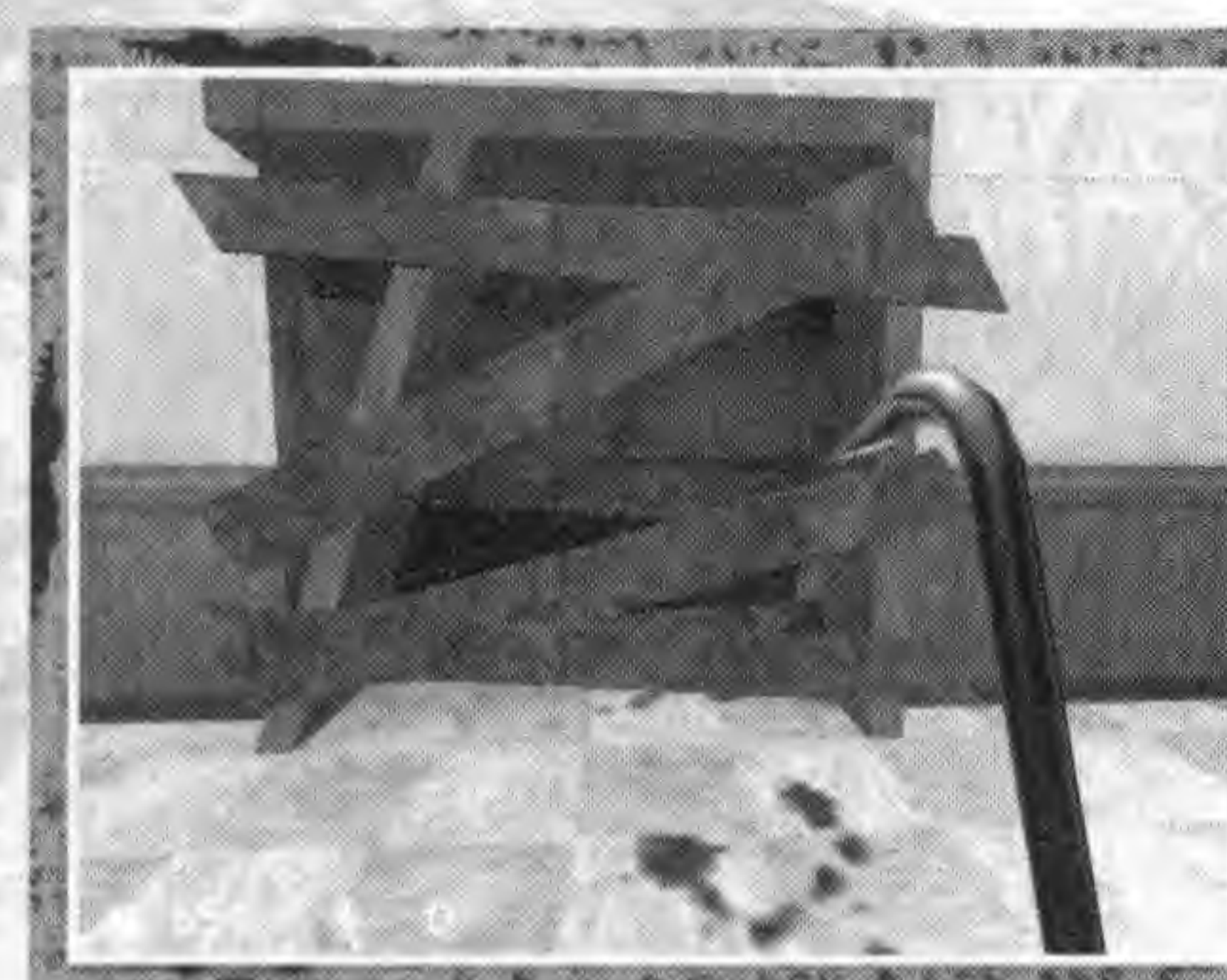
Follow the duct to a room filled with beams. Cross this room and you'll fall through the floor into an office with ammo and a First Aid Station.



6. Proceed to an area with a sunken floor. Down on the floor are broken tables and a Mawman. Shoot the Mawman and any Headcrabs that drop from the ceiling. Do this from upstairs.



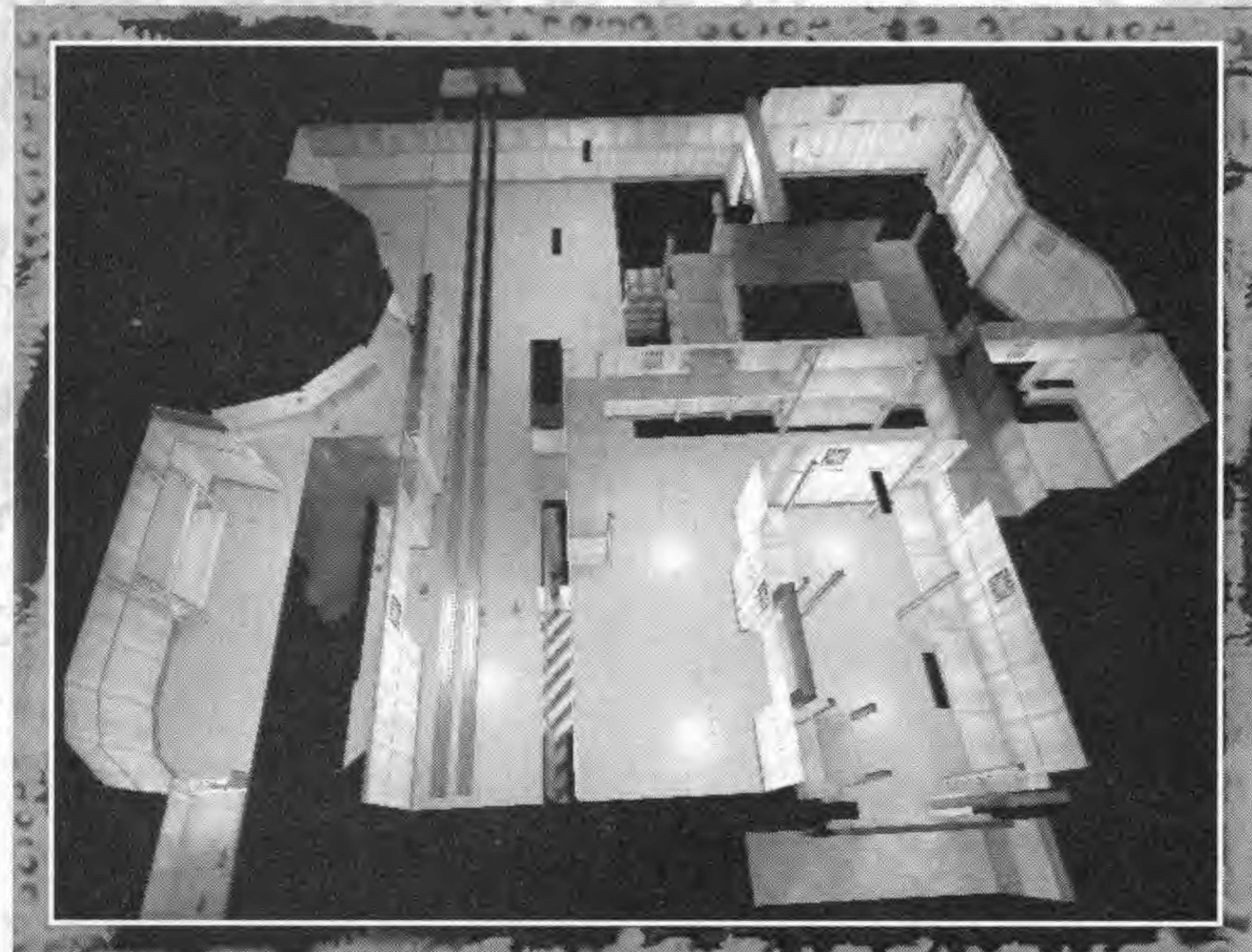
Map 4-12. Near the sunken floor



7. Go down to the sunken area and break the wooden planks nailed over the doorway. Go through the doorway and down a dark hall.



8. You'll reach an alcove where two Mawmen feast on dead Scientists. Kill the Mawmen and press a lever next to the door. The door opens, revealing a huge freezer. Go inside.



Map 4-13. Overview of the giant freezer



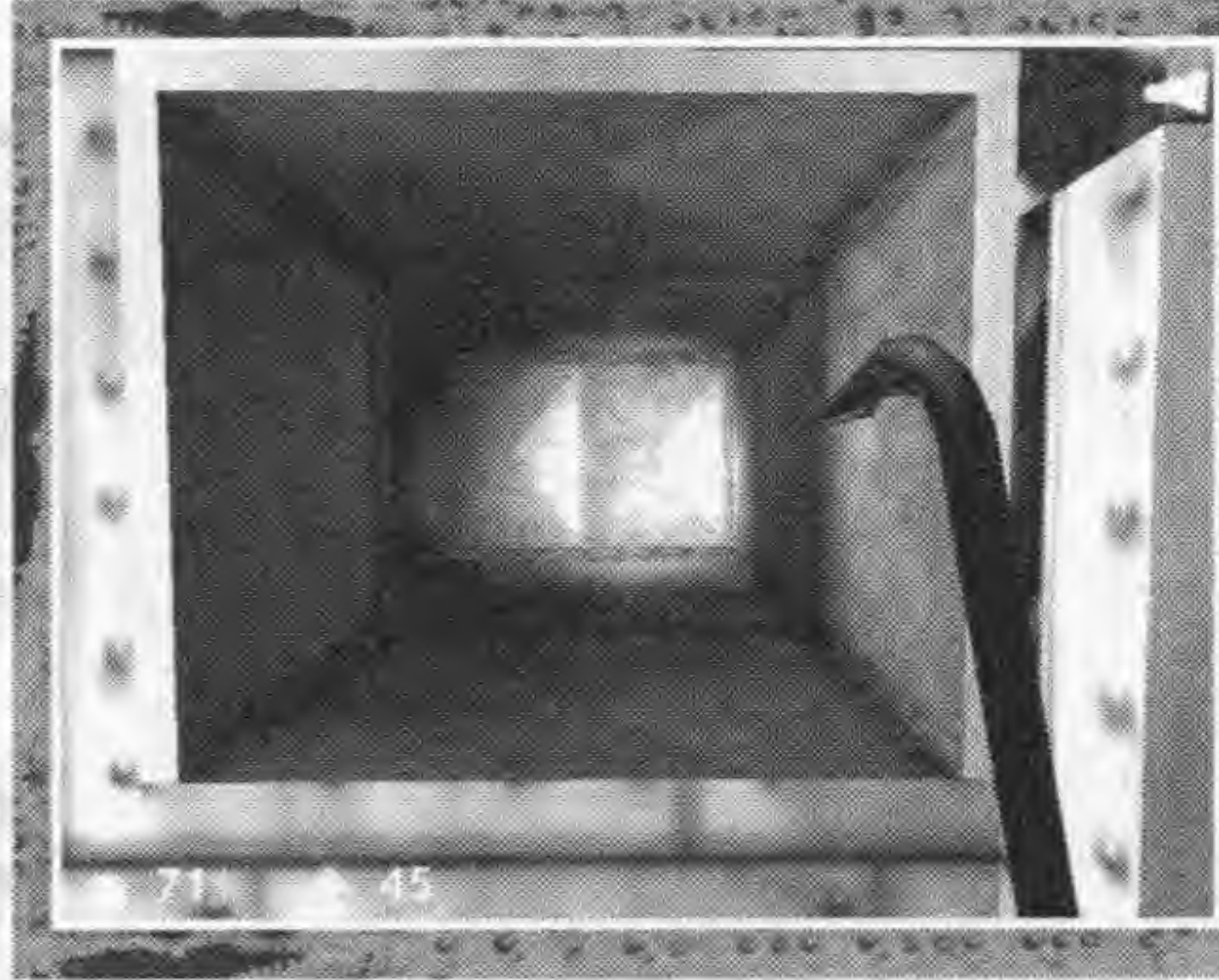
9. Explore the freezer thoroughly, killing scattered Headcrabs and pair of Bullsquids inside. Locate a glowing red switch on the wall and throw it. This starts a big red cart moving back and forth overhead.



10. Return to where you entered the freezer. Climb a stepladder and break open a ventilation grate up there. Crawl into the ventilation tunnel.



11. Follow the tunnel until you're right next to the big moving cart. Get on the cart.



12. Break the crates on the cart and collect the Batteries. Then crawl off the far end of the cart into a wall duct (opposite where you got on).



13. Crawl through the duct, collecting a Battery near a dead Security Guard. Break another grate to exit the duct; you'll find yourself in a large, blue ventilation junction.



14. Kill all the Barnacles here, collect a Battery, and then jump up a series of stair-like ducts into another ventilation shaft.



15. Inside the ventilation shaft, take a left and proceed until you hit another grate. Shoot it and drop out; you're now at the foot of yet another broad staircase. Nearby, a Security Guard crouches over a dead comrade.



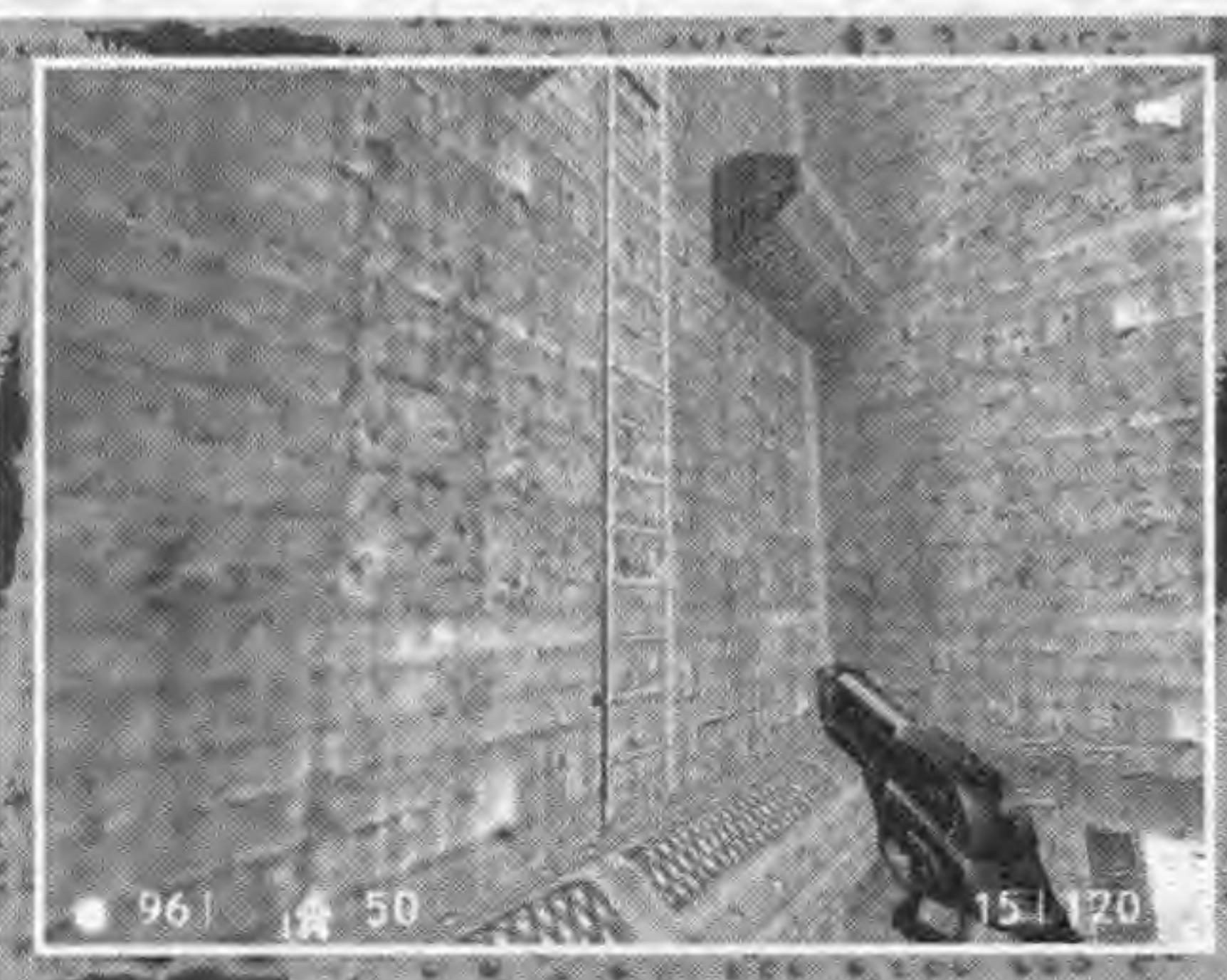
16. Shoot the approaching Mawman, and then have the Security Guard follow you up the stairs. At the top is a locked door with a window. Watch the window: the dark-suited man appears again, but you can't get at him through the locked door.



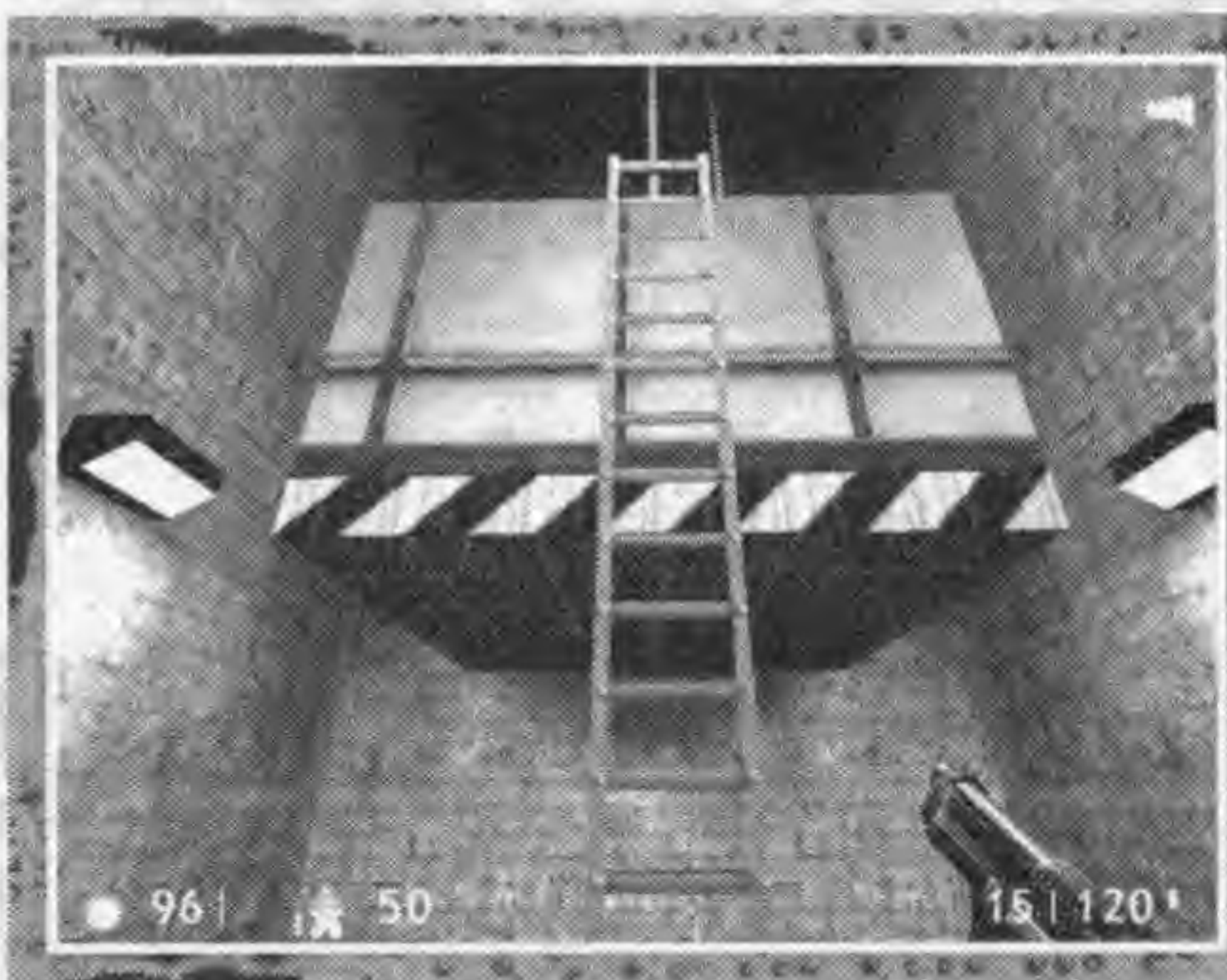
17. Proceed down the nearby corridor and watch as a Scientist leaps through a window to escape a Mawman. Shoot both nearby Mawmen and jump through the window to collect some ammo.



18. Walk to the edge of the empty elevator shaft and look up to see a hapless Scientist clinging to a ledge.



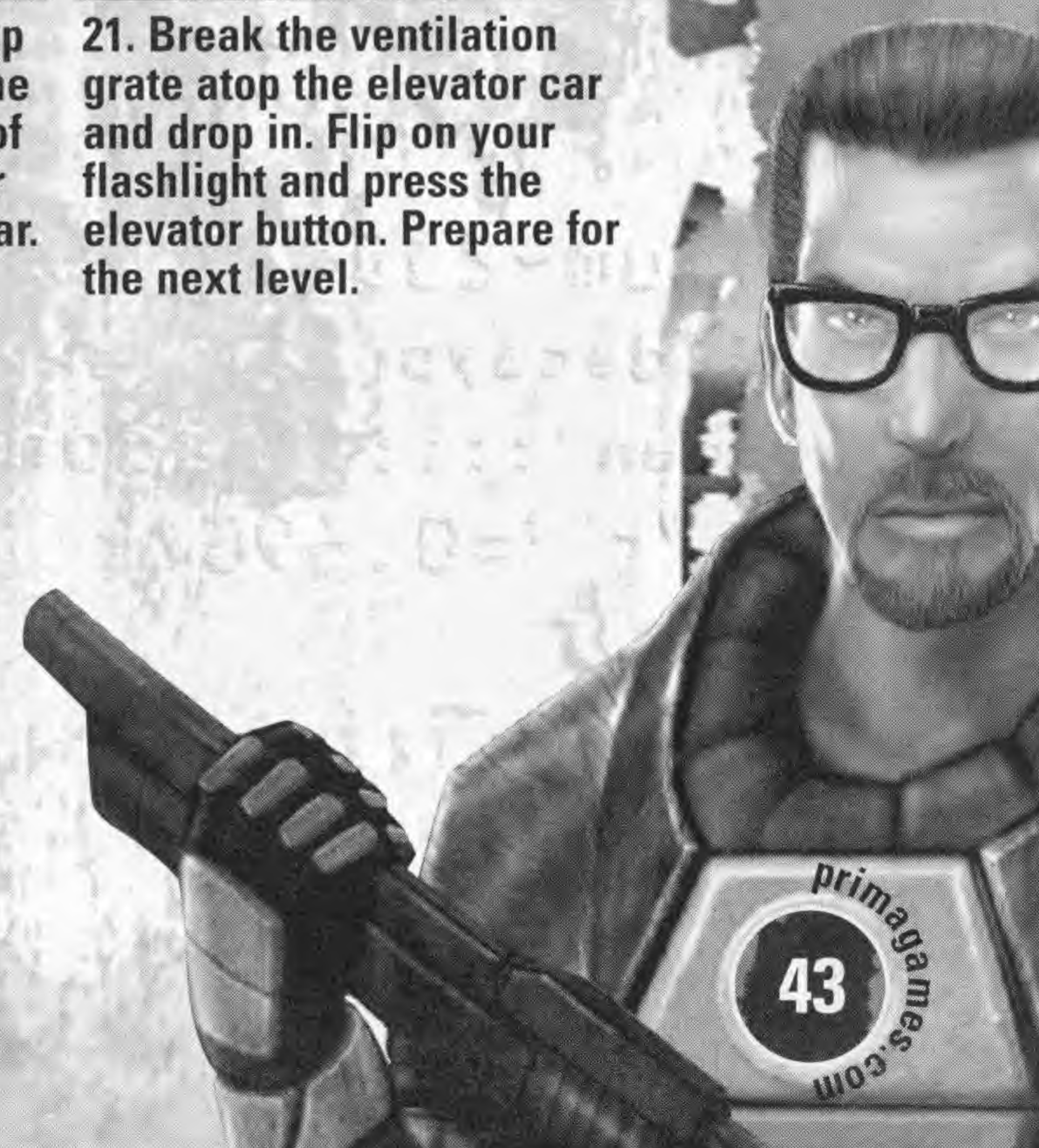
19. Run and jump to catch the ladder mounted in the elevator shaft. Climb up to a ledge, and then climb a second ladder to another ledge, and then climb a third ladder. (Meanwhile, the Scientist falls to his death; it's unavoidable.)



20. From the top ledge, jump to a ladder hanging from the elevator car in the center of the shaft. Climb that ladder to the top of the elevator car.



21. Break the ventilation grate atop the elevator car and drop in. Flip on your flashlight and press the elevator button. Prepare for the next level.



WALKTHROUGH, PART 2

IN THE NEXT FEW LEVELS, YOU'LL ENCOUNTER HUMAN SOLDIERS SENT TO COVER UP WHAT HAPPENED IN THE ANOMALOUS MATERIALS LAB. THAT MEANS KILLING SURVIVORS—INCLUDING YOU. THE GOVERNMENT WANTS TO KEEP ITS TOP-SECRET EXPERIMENT TOP SECRET, AND YOU'VE ALREADY SEEN FAR TOO MUCH.

PREPARE FOR A FIREFIGHT.

WE'VE GOT HOSTILES

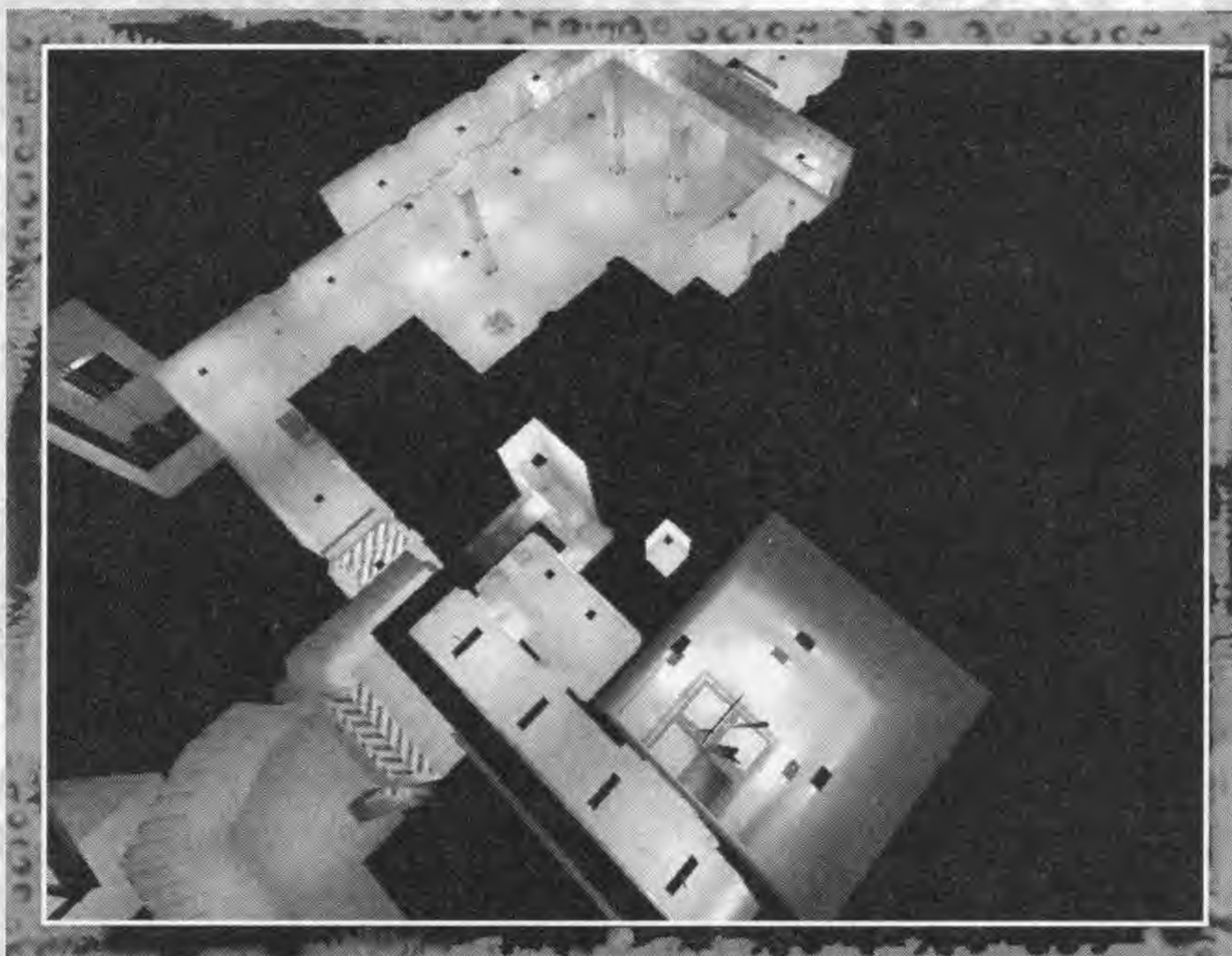
The new level starts when you get out of the elevator. A key to beating this area is to move slowly. If you don't watch where you're headed, you'll end up in a trap.

Storage Areas

Your first task is to make your way through a series of Cold War-era storage rooms. You'll get your first taste of the government troops' automated defenses here.



1. Exit the elevator. Watch the panicking Scientist bang on the window of a guardroom, before running headlong into a Laser Mine.



Map 5-1. Start of "We've Got Hostiles," with starting elevator at bottom center.



You can't get into the guardroom; it's locked. There are several areas in this level you can't reach right away, but you might get a chance to visit them later.



2. Charge up your health and HEV Suit at a nearby First Aid Station and an HEV Station.



3. Walk down the corridor. Around a corner, two red laser beams block your path. Beyond them lies a stockroom filled with crates.



Red laser beams are activators. Walking through them triggers a nearby weapon, such as a Tripod-Mounted Chaingun.

Blue-green laser beams are attached to Laser Mines. Walking through them detonates the Mine, causing a very damaging explosion.



4. Dash through the beams. A Tripod-Mounted Chaingun ahead starts firing at you. Sidestep as you fire your Shotgun repeatedly at the Chaingun. When it's gone, kill any nearby Headcrabs.



5. A Combat Rifle lies on the stockroom floor. Take it if you haven't already, and then destroy the crates in the room for a few supplies. Avoid the explosive crates. A few extra Headcrabs teleport in as you explore.



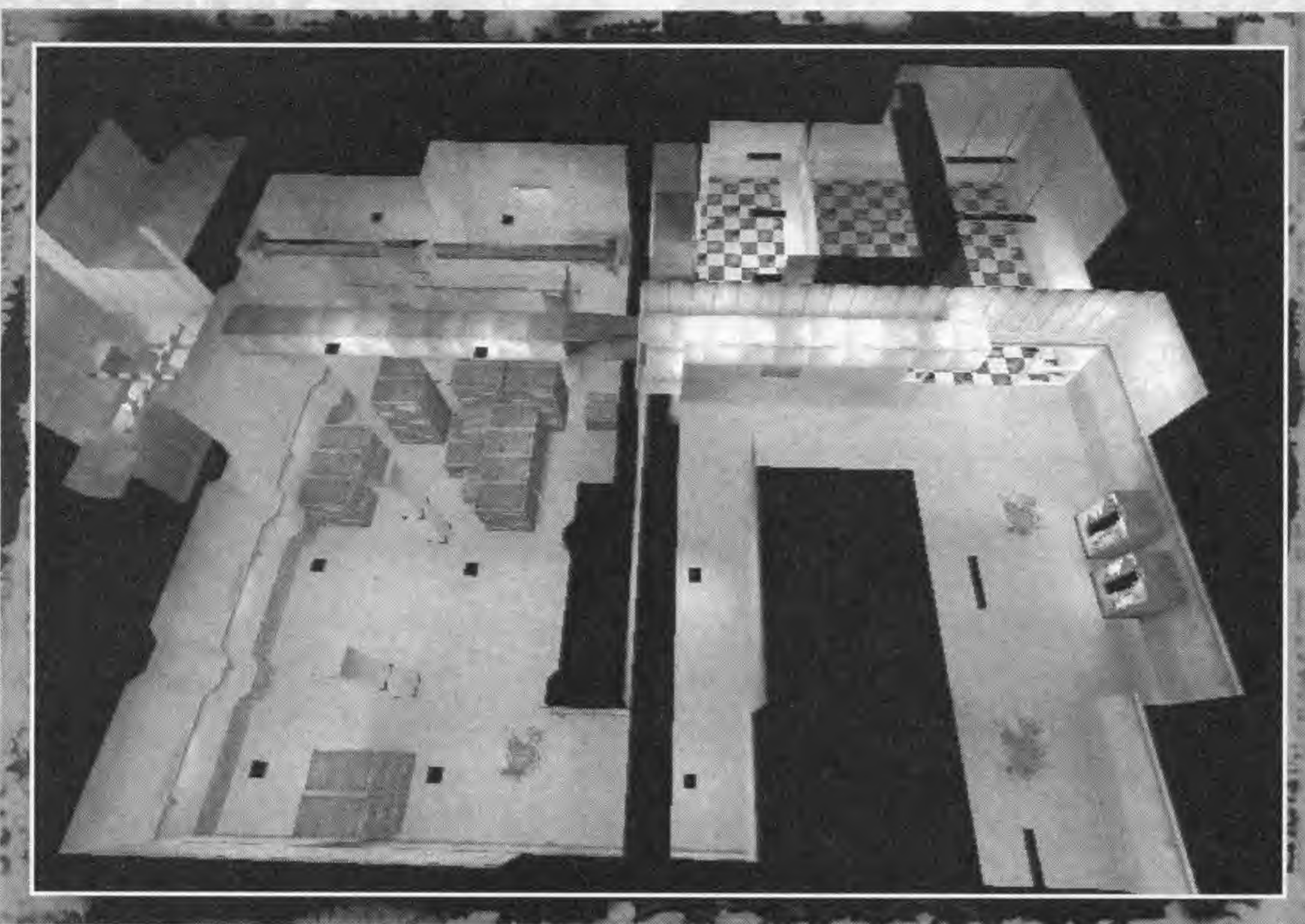
6. When the stockroom is clear, find a hall leading away. A Laser Mine at ankle level blocks your path. Leap over it.



7. Around a corner is a second Laser Mine. Duck under this one.



8. Proceed along the hallway. A Vortigaunt teleports in ahead. Kill it, and any other Vortigaunts that warp in to the same place. Use the First Aid Station on the wall nearby.



Map 5-2. Near the teleporting Vortigaunts.



9. Proceed down a ramp. At the base of the ramp is a red laser beam, with a pair of Tripod-Mounted Chainguns nearby. Jump over the beam and destroy the Chainguns with Grenades or Shotgun blasts.



10. Beyond the beam lies a crate-filled room. A Vortigaunt teleports in behind you as you enter; kill it, and then jump to the top of the pile of crates.



11. From the top of the crates, shoot the two Tripod-Mounted Chainguns on the floor below you.

Further Exploration

The traps and Mines get thicker as you proceed through more storage areas. Keep your cool, and take it slowly.





1. When both Chainguns are gone, equip your Pistol and drop down to the new area. Several Headcrabs teleport in; shoot them with your Pistol.



2. Walk through the nearby web of red laser beams. Use the First Aid Station, if necessary.



3. Jump up on a pile of crates, and then down the other side. Ahead lie a pool of water and an open elevator shaft.



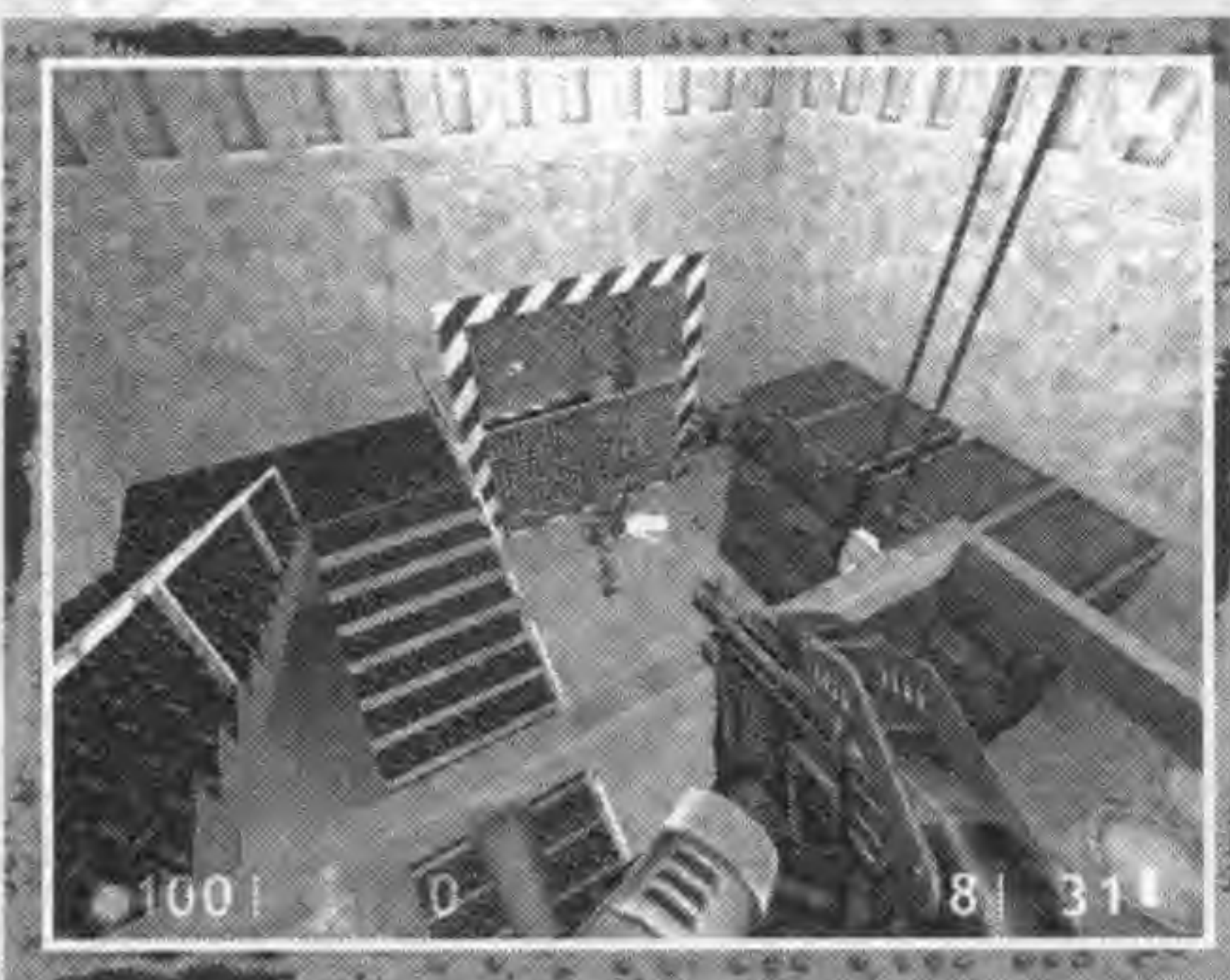
4. The water causes you to slide, and falling down the shaft is deadly, so walk onto the water *very* slowly. As you move forward, you'll see a pair of red laser beams and two Tripod-Mounted Chainguns. Lob a Grenade so it lands just behind the first tripod, and back up. The Grenade should take out both Chainguns.



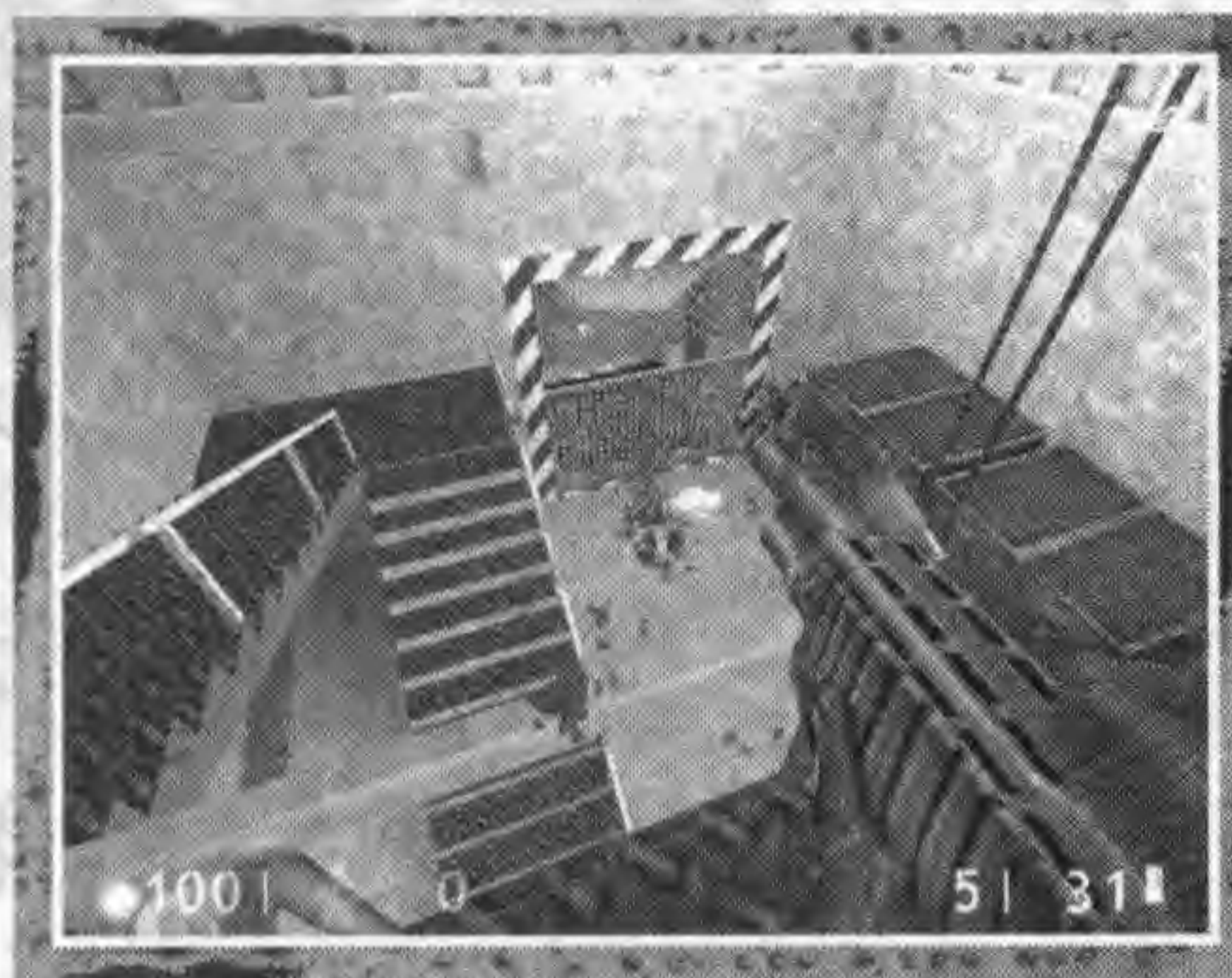
5. Go through the laser beams. Ahead is another storage area with more laser beams and Laser Mines. Overhead, the dark-suited man appears on a catwalk. Throw another Grenade toward those two Laser Mines.



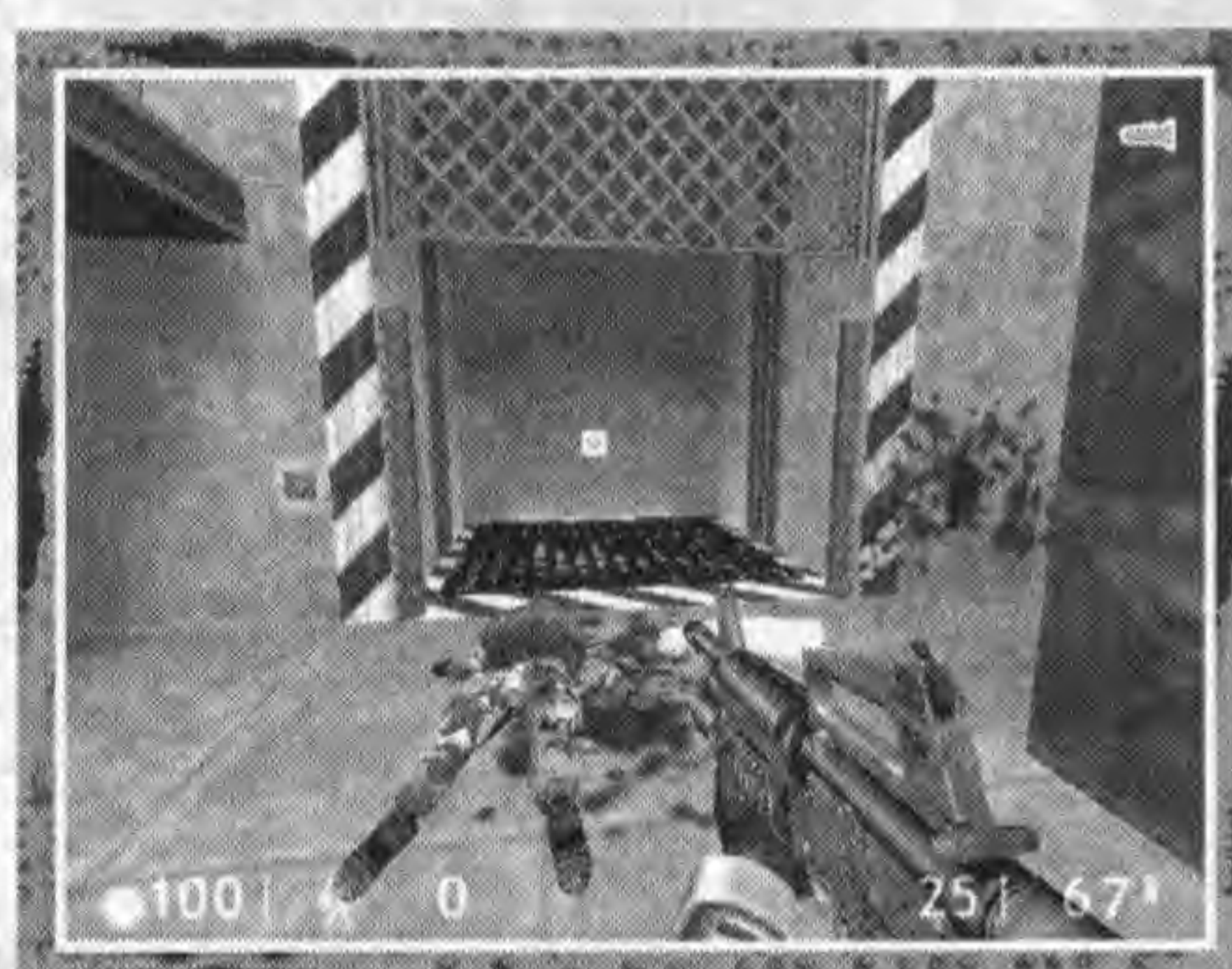
6. When the Mines are gone, destroy boxes to collect ammo. When the room is clear, climb the red ladder. From there, climb a second ladder to the catwalk.



7. Cross the catwalk to another platform. A Scientist runs down a flight of stairs, saying, "Thank God you're here!" Moments later, a Grunt kills the Scientist.



8. Approach the top of the stairs, with your Combat Rifle equipped. From the top of the stairs, kill the Grunts downstairs.



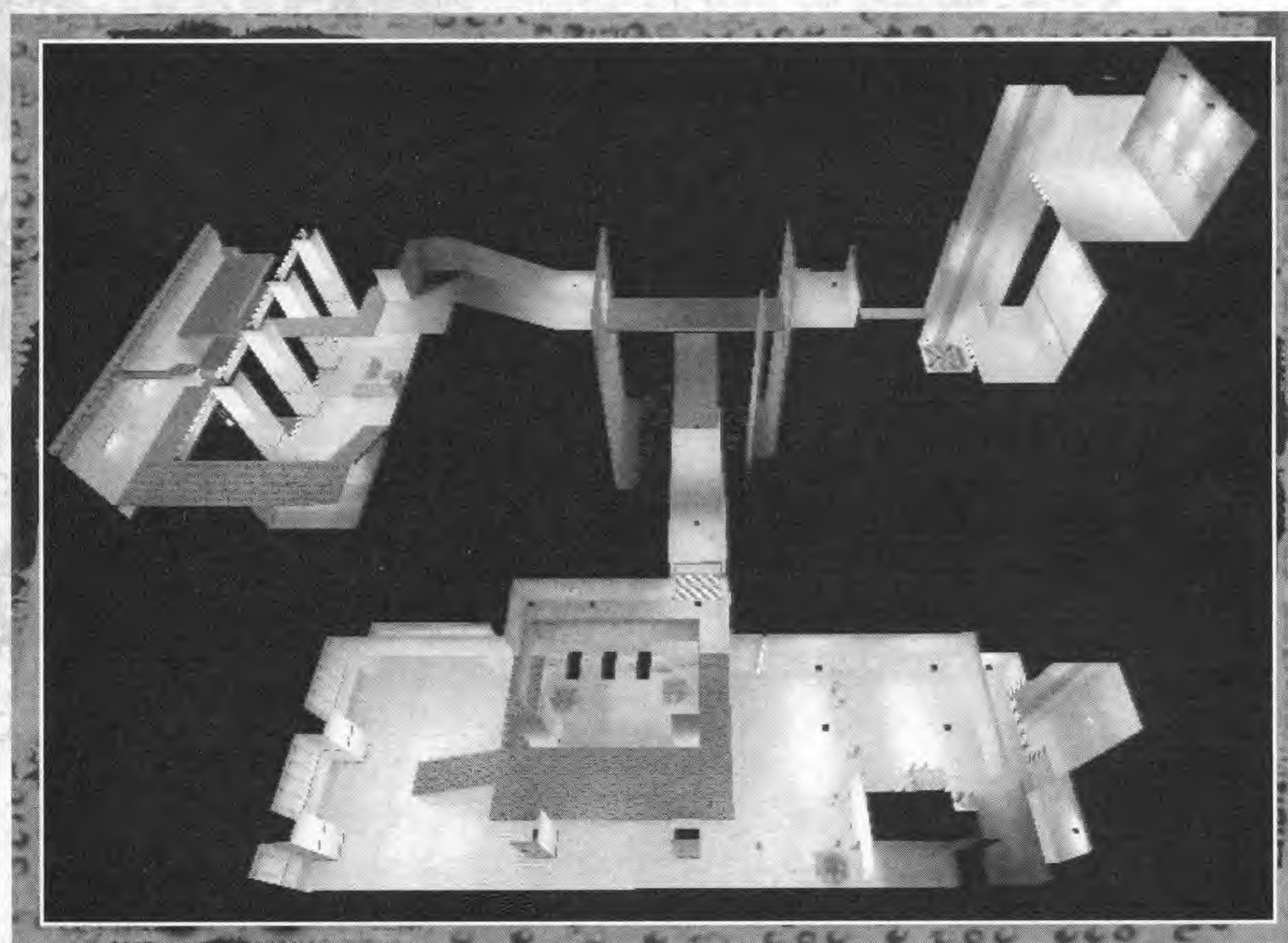
9. Go downstairs and destroy the crates. Avoid the explosive barrels. When you're done, press the button near the elevator and get inside.



1. At the top, you'll find a large storage area. Several Grunts are in here. Hang back and use cover, firing a quick Combat Rifle burst whenever they're in your sights.

Things Get Rough

You've already killed one Grunt, but there are more where he came from. The following stages familiarize you with your human enemies.



Map 5-3. Big room with multiple Grunts at bottom center.



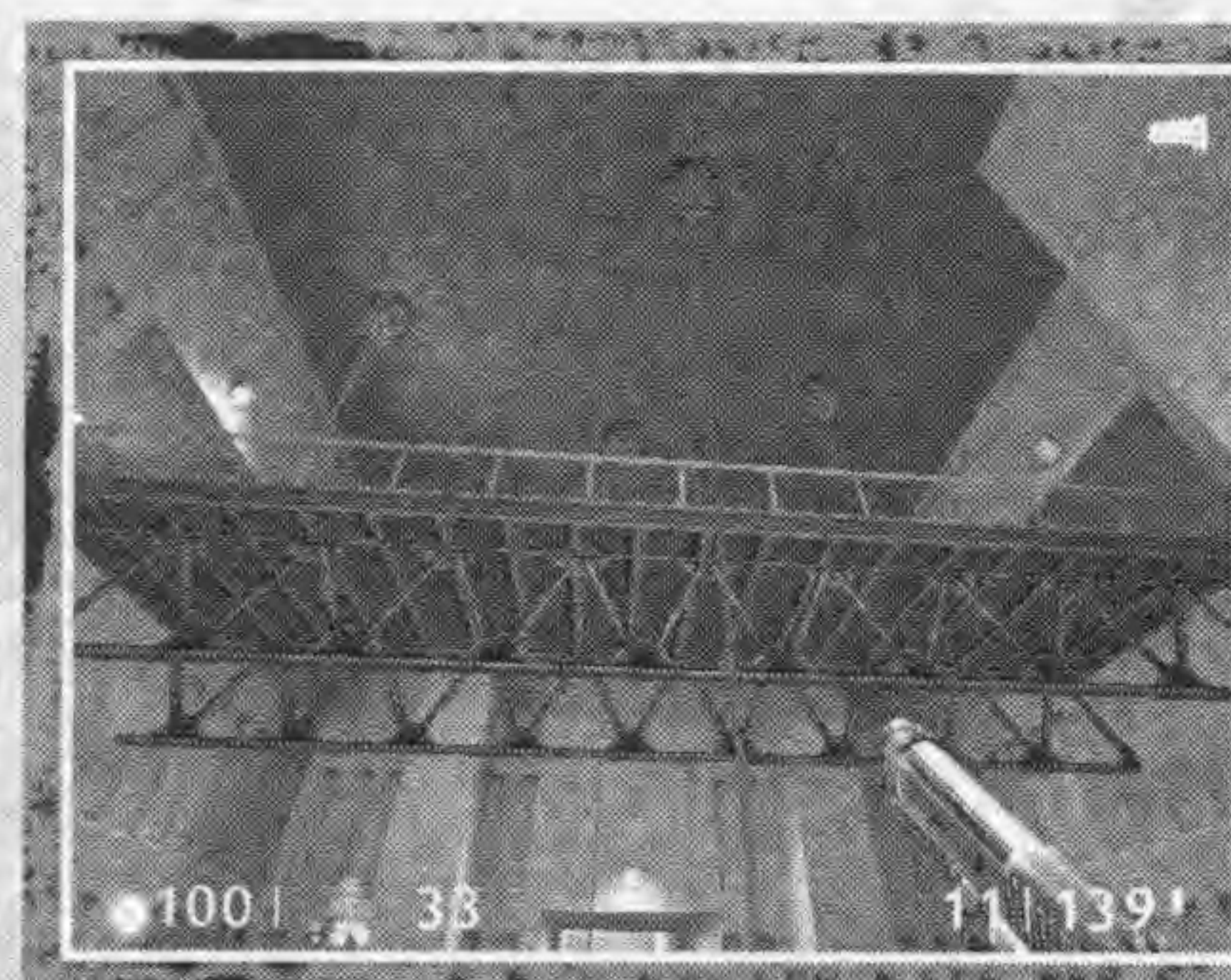
Grunts can flank you, and sometimes they throw Grenades. Keep your eyes peeled for both tactics. Blast them if you see them first, or duck for cover if they start shooting *you* first. Then pop in and out of cover as you return fire. Don't let Grunts lock onto you and fire continuously.



2. When the Grunts are dead, destroy crates for extra supplies, and use the First Aid Station and HEV Station.



3. Climb the stairs to the metal platform.



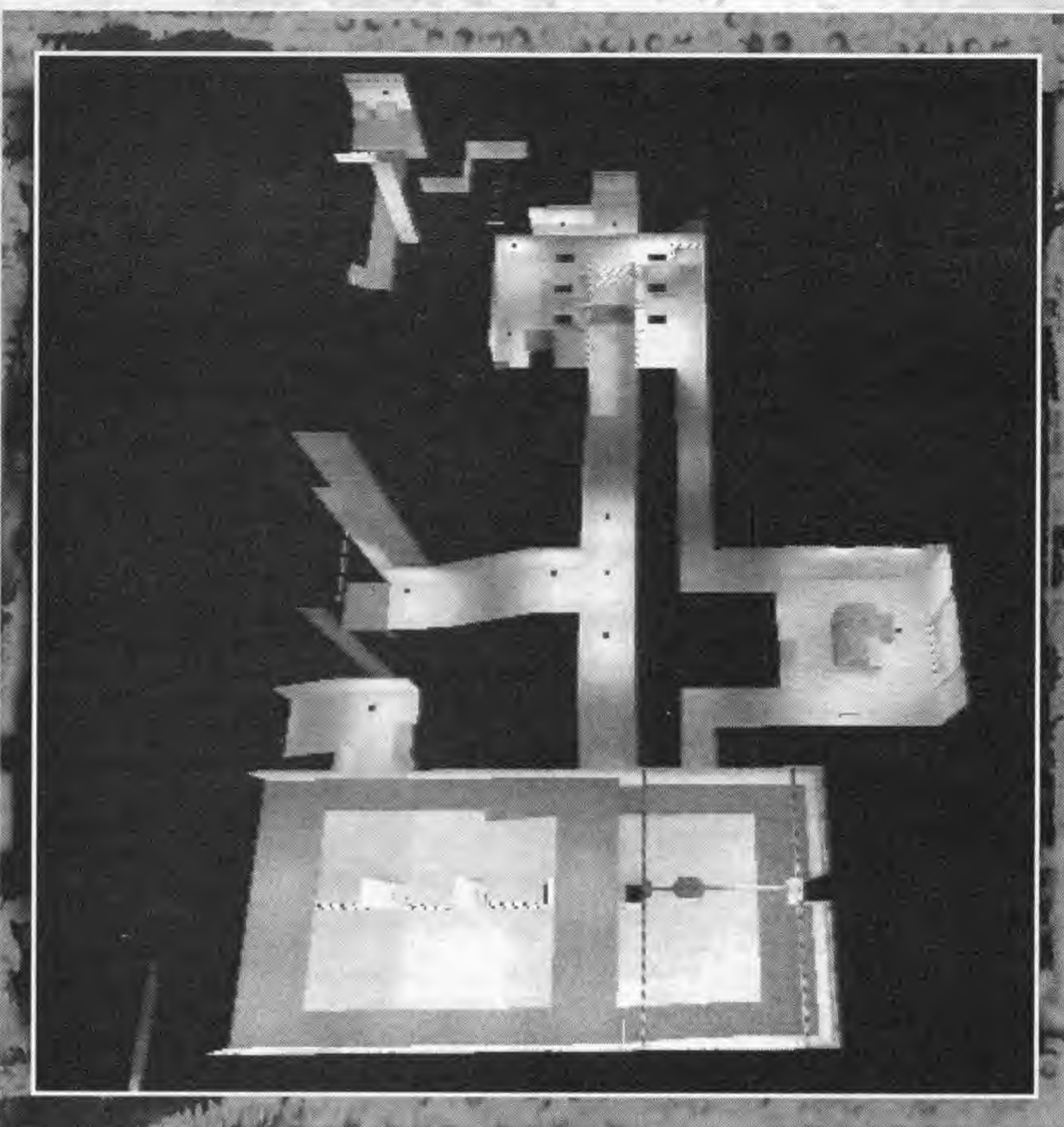
4. Follow the platform to a room with Barnacles overhead. Kill the Barnacles with Pistol fire and proceed.



5. Past the Barnacle area is a T-junction. To the left are Laser Mines and Tripod-Mounted Chainguns. To the right is an open corridor. Detonate the nearby Mines with Pistol fire, and then take a right.



6. You'll enter a room with boxes on the floor, Barnacles overhead, and a conveyor belt. Kill the Barnacles and get on the conveyor belt. Follow it into the wall.



Map 5-4. Conveyor belts to the right.



7. You'll come out in a room with a First Aid Station, HEV Station, and boxes. Jump up on the boxes (*don't* destroy them). From the top, you can jump onto the new belt and follow it into the wall.



8. Follow the new belt to a small room with a Grunt. Kill the Grunt and use a nearby First Aid Station.



9. From this little room, look down on a corridor filled with Laser Mines, Chainguns, and laser beams. Throw a Grenade to clear out the nearest Mines, and hopefully some Chainguns. Then jump down and go through the fire door that descends automatically.

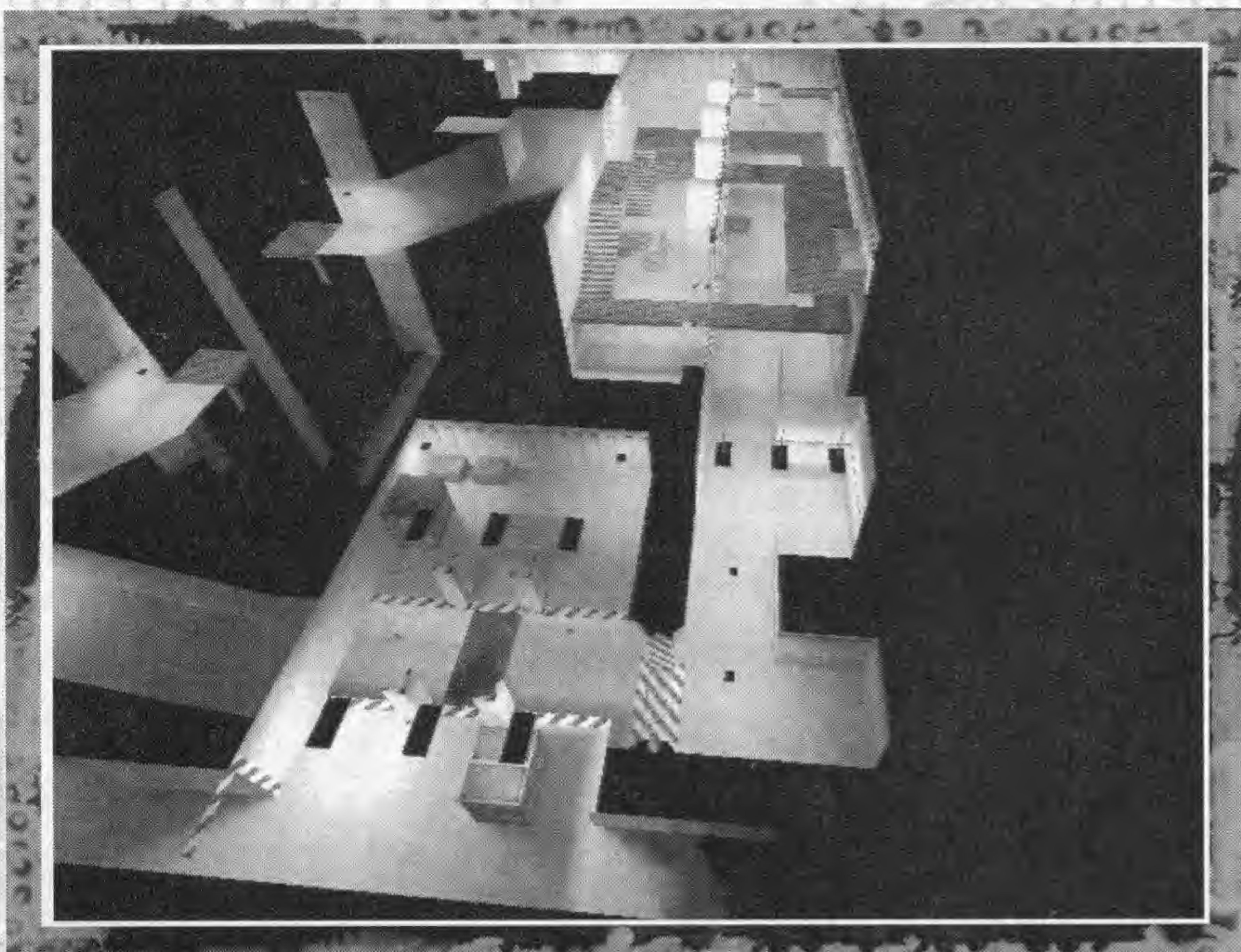


To the Surface

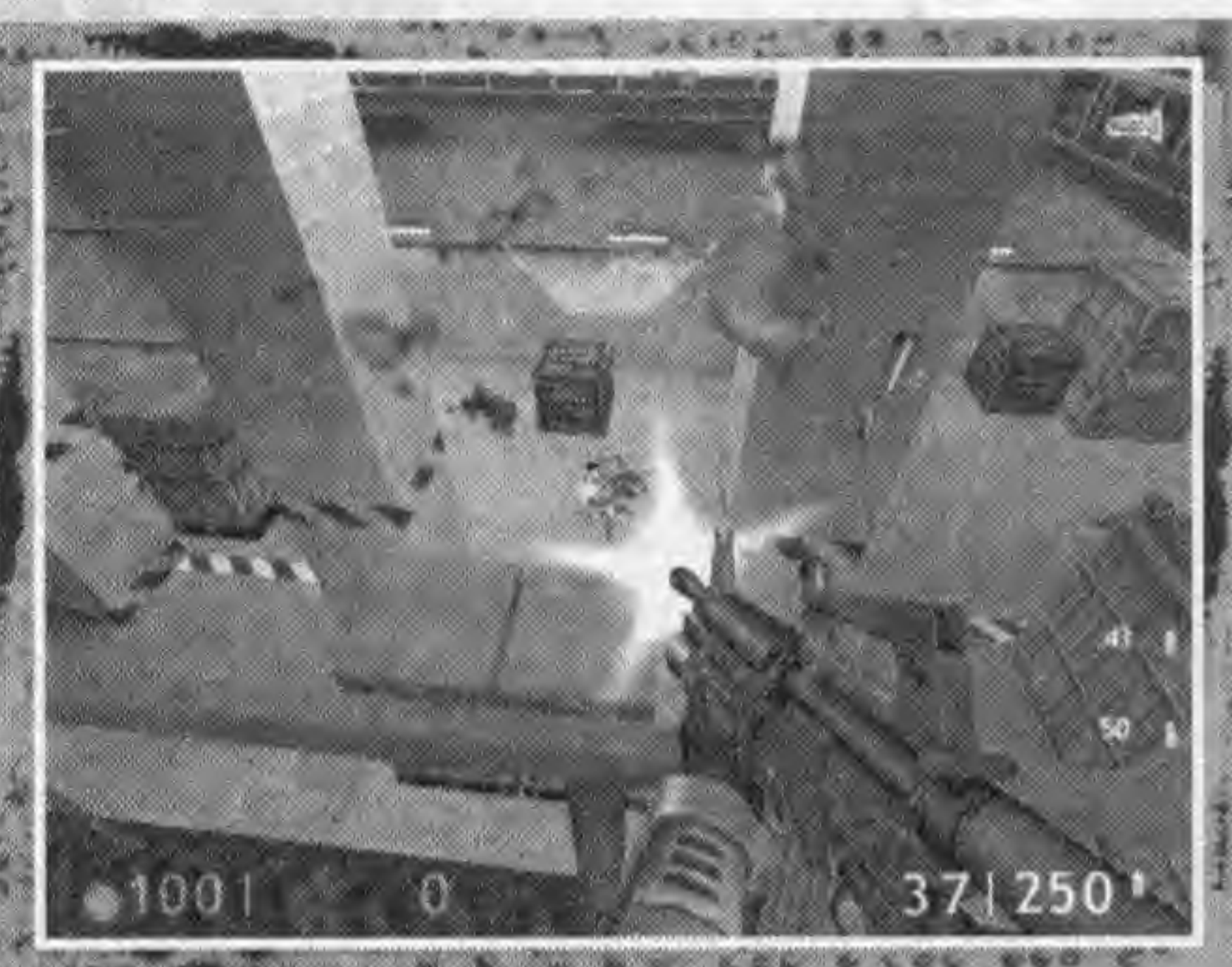
Once you get through the fire door, you'll find yourself in a corridor to a big storage room where Grunts are busy gunning down helpless Scientists.



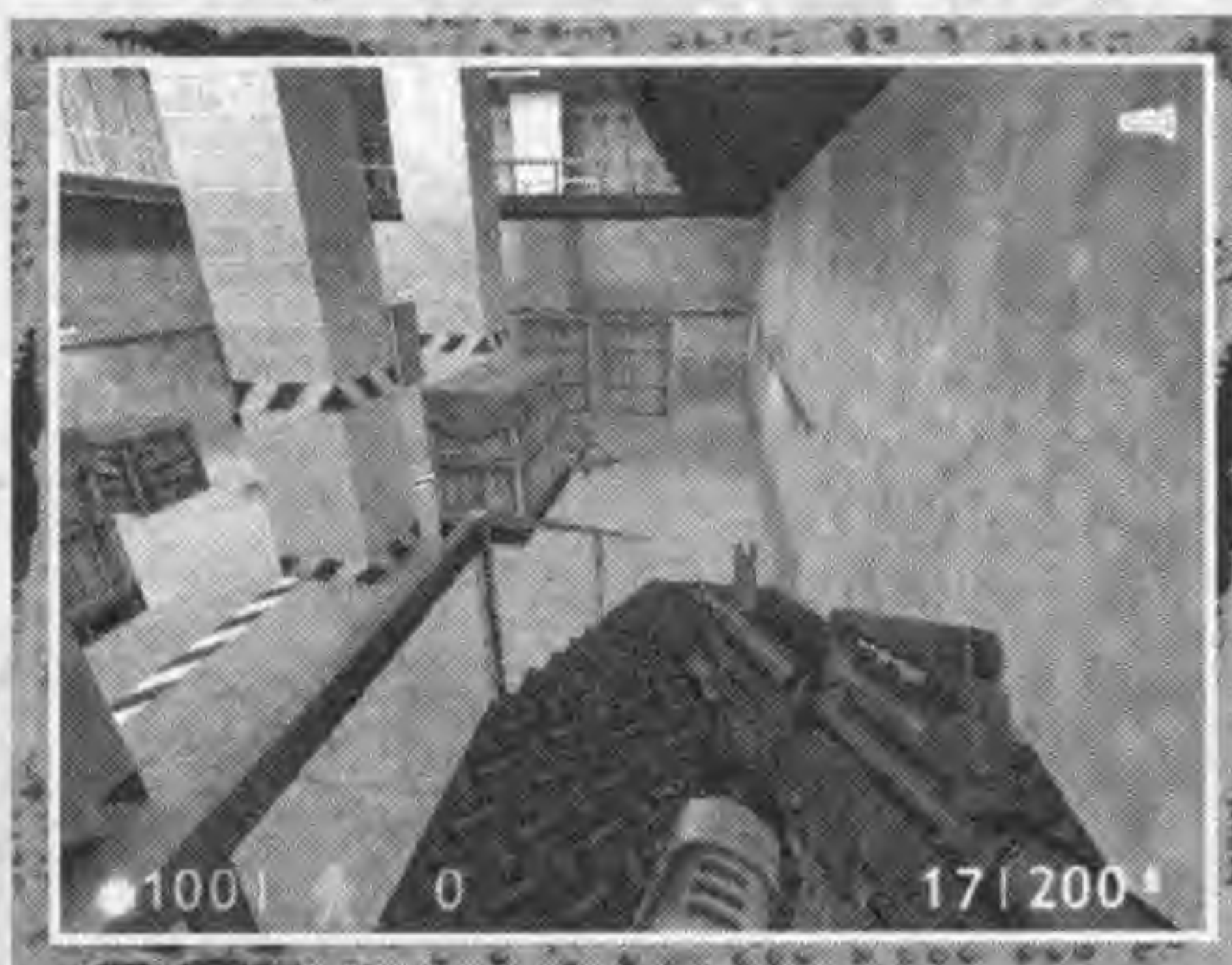
1. Get away from the closing fire door and look down the hallway. Grunts appear at long range, killing Scientists. Shoot the Grunts whenever they appear and watch out for Barnacles.



Map 5-5. After sneaking through the fire door.



4. The ramp leads across a bridge with dead Barnacles overhead, and onto a catwalk overlooking a new area. Look down and shoot a few Grunts below you. Watch for Grenades!



5. Break the boxes nearby to collect a Battery, and then descend the stairs to the main floor.



2. When you see no more Grunts, advance. Climb stairs to a platform, and then climb a second flight of stairs. Follow a catwalk to a third flight, and climb that.



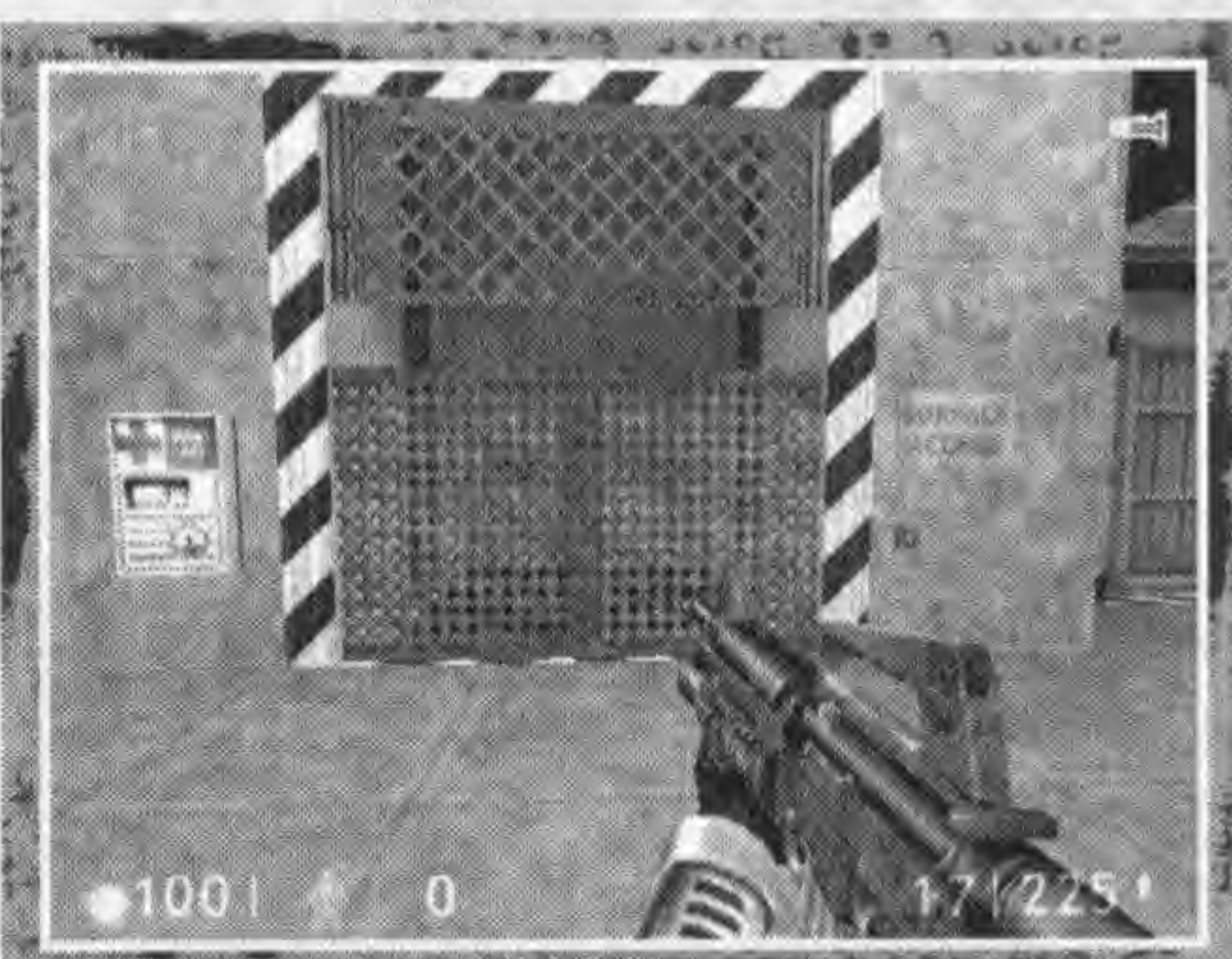
As always, look for boxes of equipment as you proceed.



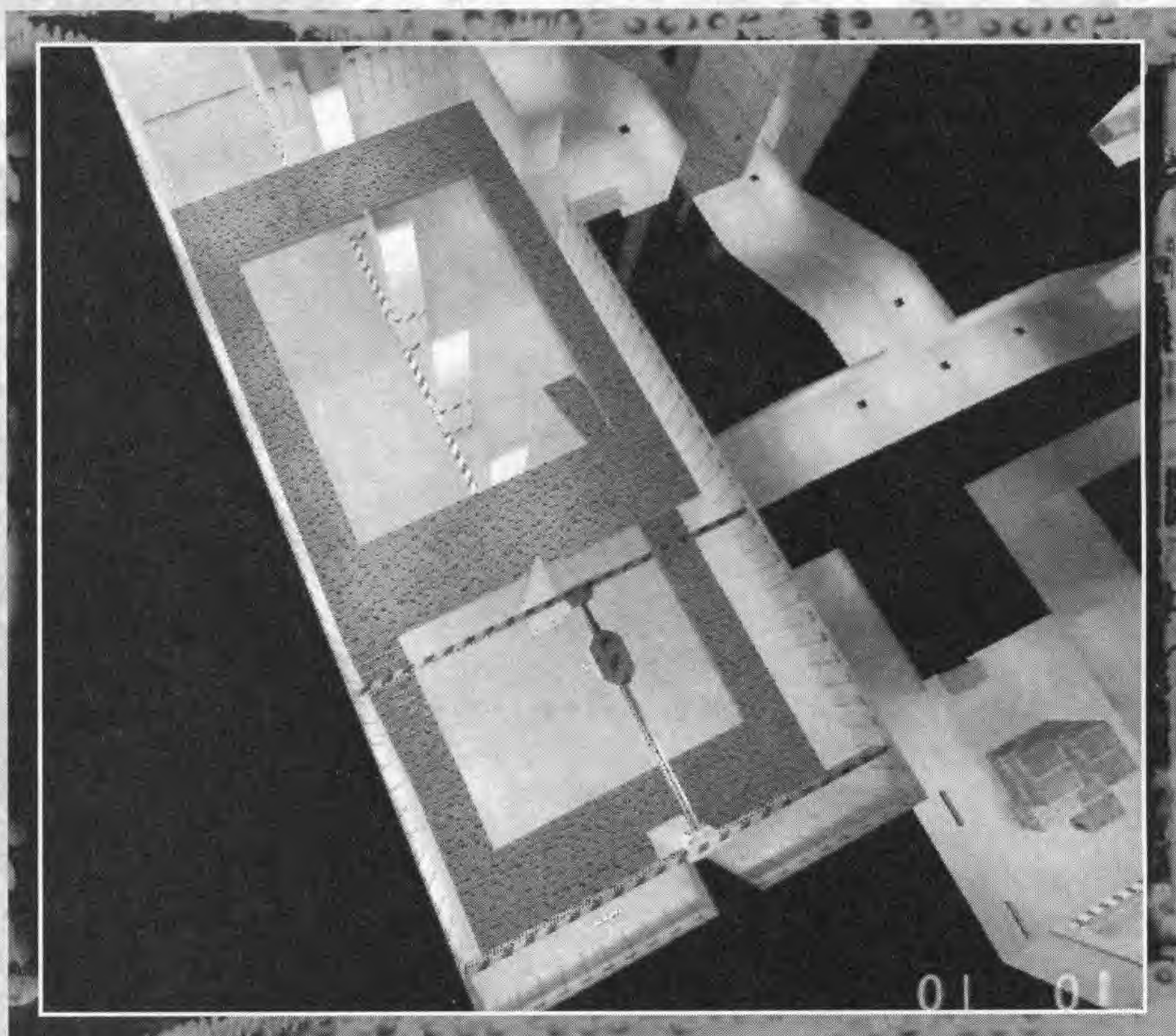
3. At the top, you can go two ways: to the right is a First Aid Station, and to the left is a ramp leading down. Use the First Aid Station, if necessary (watch the Barnacle above it), and then descend the ramp.



Don't fall off the stairs, or you'll find yourself in an earlier part of the level. If this happens, you can make your way back. It's a hassle, though, so use the ramp.



6. Downstairs, break more boxes and collect another Battery. Then locate the Surface Access elevator and take it up.



Map 5-6. Big room with elevator leading to the outside.

Helicopter Madness

On the surface, a circling Osprey helicopter drops government troops. Rocket fire shakes the area from time to time.

Your task is to kill a few nearby Grunts and run to a fortified concrete bunker. Here the helicopter can't get at you.



1. Leave the elevator. You're now in a small concrete structure that's missing one wall.



2. Look out through the open wall and kill several Grunts running toward you. Strafe as you fire, but don't leave the shelter.



Map 5-7. Aerial view of outdoor area with helicopter.



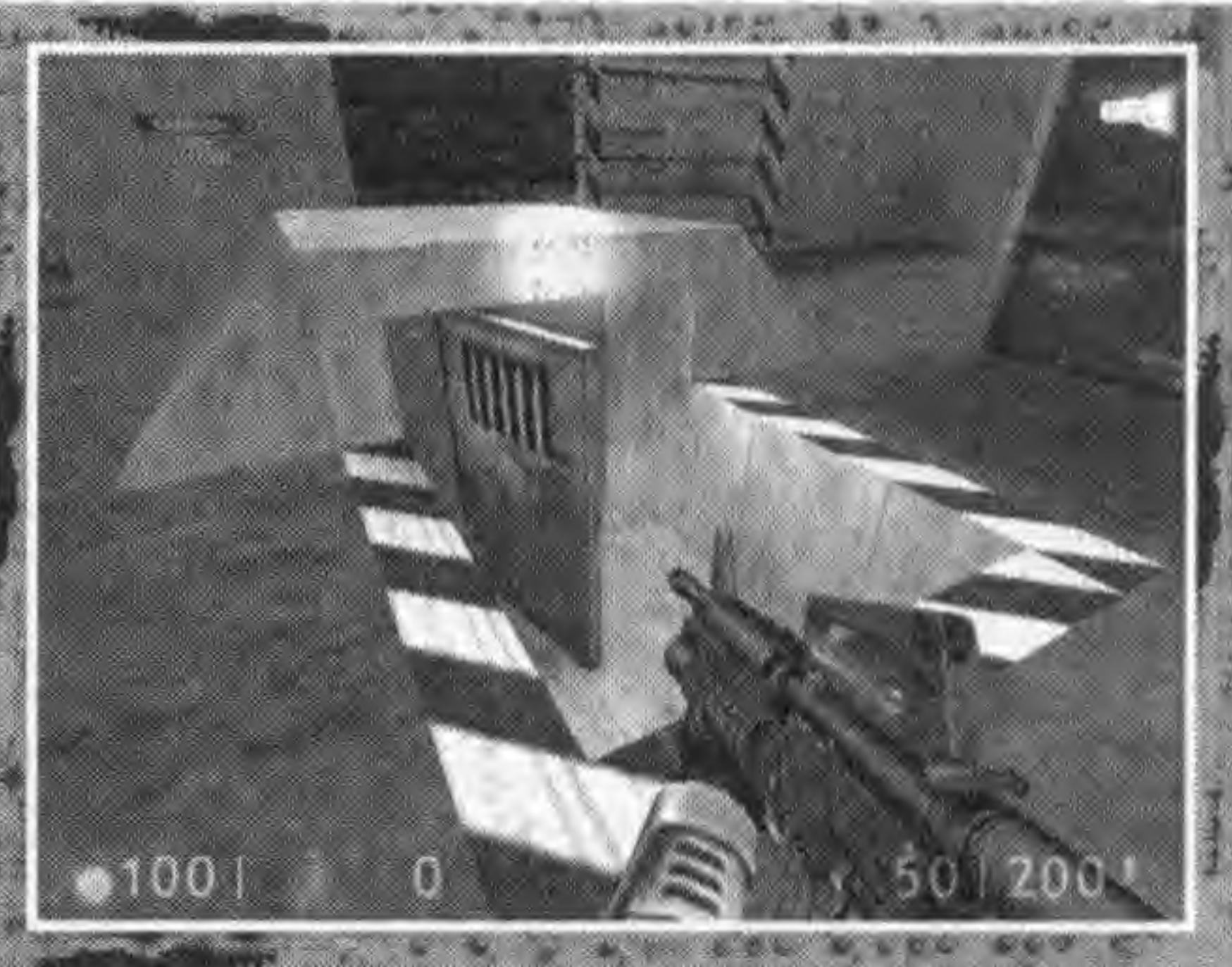
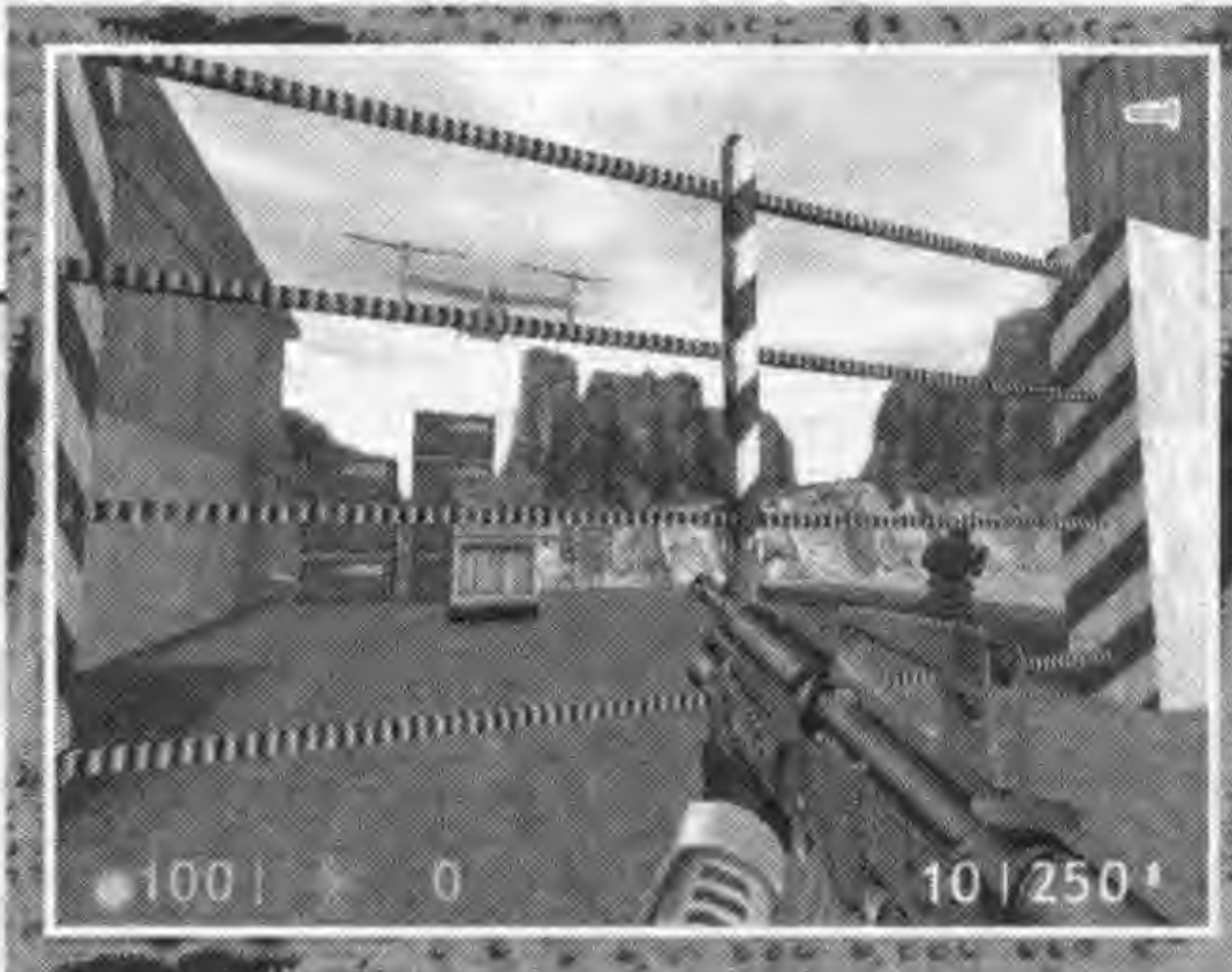
3. When the Grunts are dead, heal up at a nearby First Aid Station.



4. Turn on your Flashlight (it's bright outside, but do it anyway) and run out into the open.



An Osprey transport helicopter circles overhead, and electric fencing blocks a couple of areas. Avoid the helicopter and the fence. Grunts await behind the fence, and touching it will kill you instantly.



5. Locate a concrete bunker and get inside it as quickly as possible. Climb down a ladder.



The helicopter likes to fire rockets at the bunker entrance. It's best to approach the bunker just *after* a rocket hits it.

The Osprey is most dangerous when it's above the area behind the electrified fence, and least dangerous when it's out of sight.

Finally, note that rocket attacks can damage you even while you're inside the bunker. You must climb down the ladder quickly to escape the blast radius of the rockets.



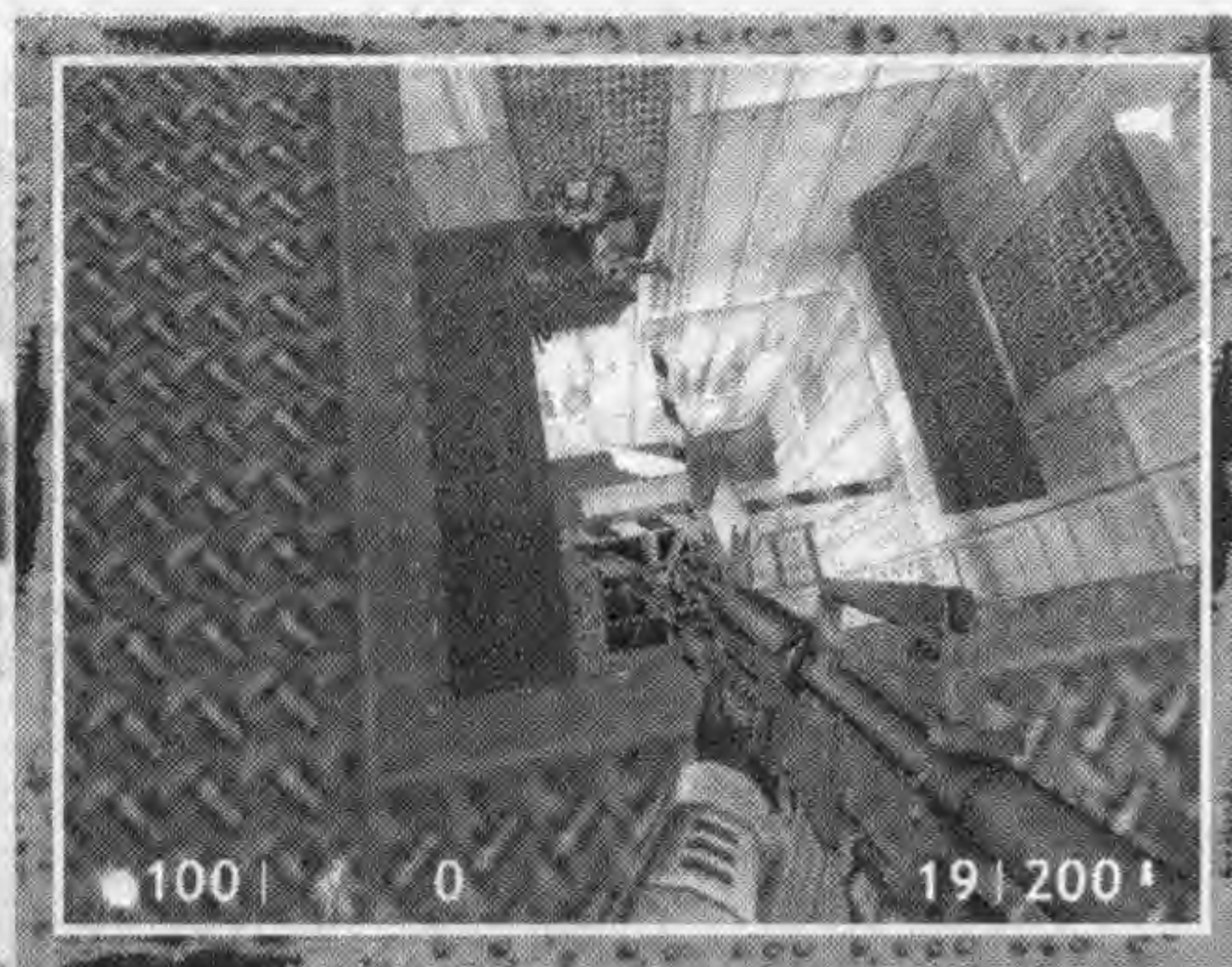
6. Downstairs, the ground still shakes from rocket attacks. Charge up your health and HEV Suit at nearby stations.



7. Approach a door labeled "Vent Access." Open it, but don't go through it immediately; instead, stand back as an explosion drops tons of debris down the vent.



8. Go through the door. You're in a vertical vent that's open at the top. If you look up, you'll see the Osprey dropping Grunts down the vent to attack you.



9. Look down. You'll see several ledges or platforms. Jump to a lower ledge, and then jump to a still-lower ledge. At the bottom ledge, crawl into a wide ventilation duct.



To descend the vent safely, move quickly (instead of waiting for more paratroopers to kill you), and don't drop too far in a single jump. Avoid the big rotating fan in the middle of the vent—it's lethal.



10. Crawl into the wide ventilation duct and follow it around a corner.

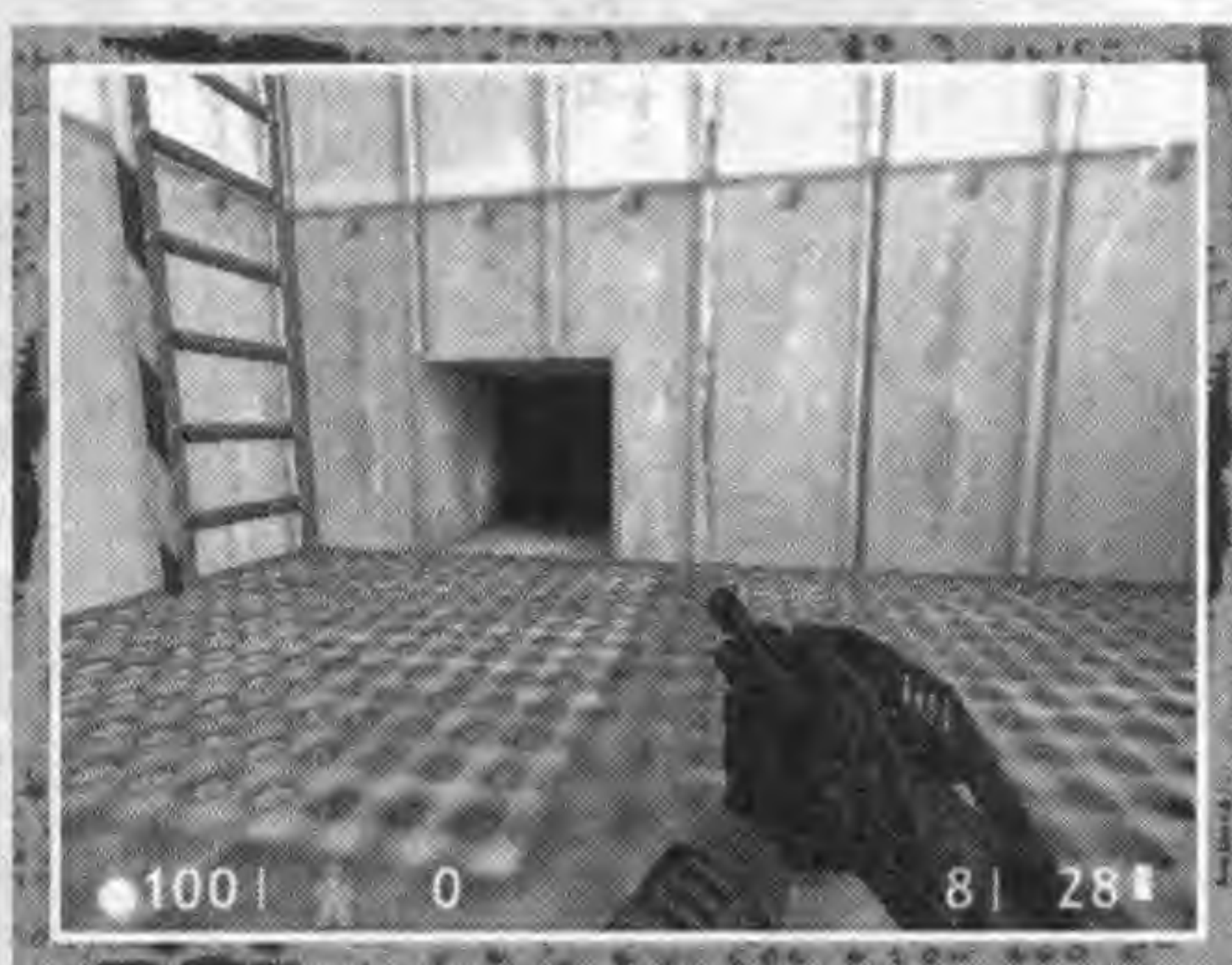
Backtracking

You've just crawled into a set of ducts that ultimately take you through places you've already been. However, you're free to explore these ducts fully and, if you do, you'll find extra ammunition and a First Aid Station.

When you're done exploring, follow this path to the next level.



1. Proceed down the duct to a small vertical shaft with a fan near the middle. This shaft has four exits, including the one you approached through. You want to reach the bottom exit.



2. Drop to the bottom of the shaft without getting hacked to bits by the fan. Do this by crouching, and then inching forward and right until you fall onto a narrow ledge. Then creep farther to the right (still crouching) until you fall to the bottom. Crawl into the duct.



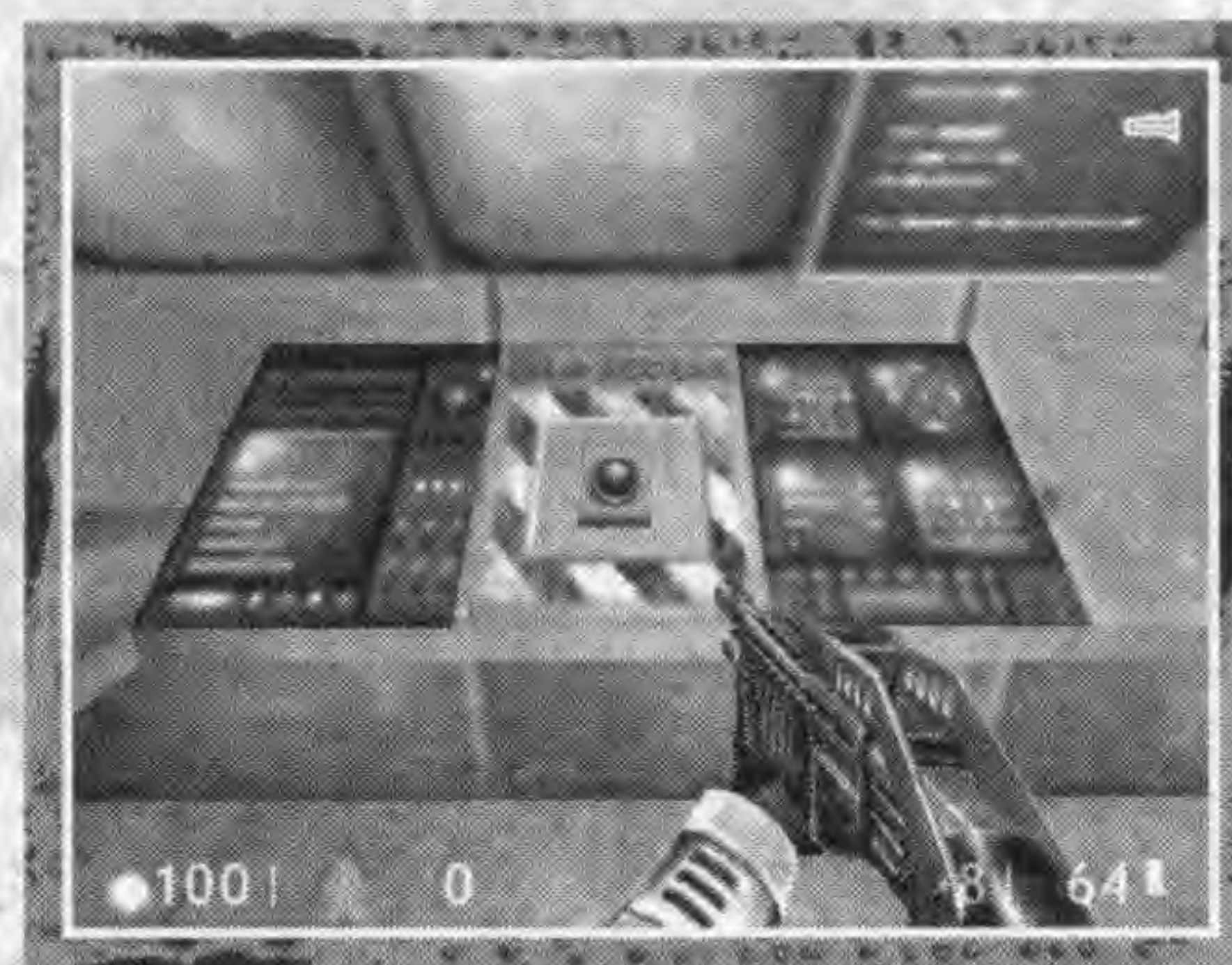
3. This duct opens into yet another vertical shaft. This shaft contains a pair of platforms you can reach by climbing ladders.



4. Climb the first ladder, but *not* the second one. You're about halfway up the shaft. Enter the ventilation duct you find here.



5. The duct is short, and opens into a room with a Scientist. The Scientist, apparently willing to help your endeavour, tells you about an old rail system you might be able to use.



6. In the same room with the Scientist is a console with a big red button labeled "Silo Access." Press the big red button, and a huge door will open nearby.



7. Go through the newly opened door, down a short corridor, and around a corner.

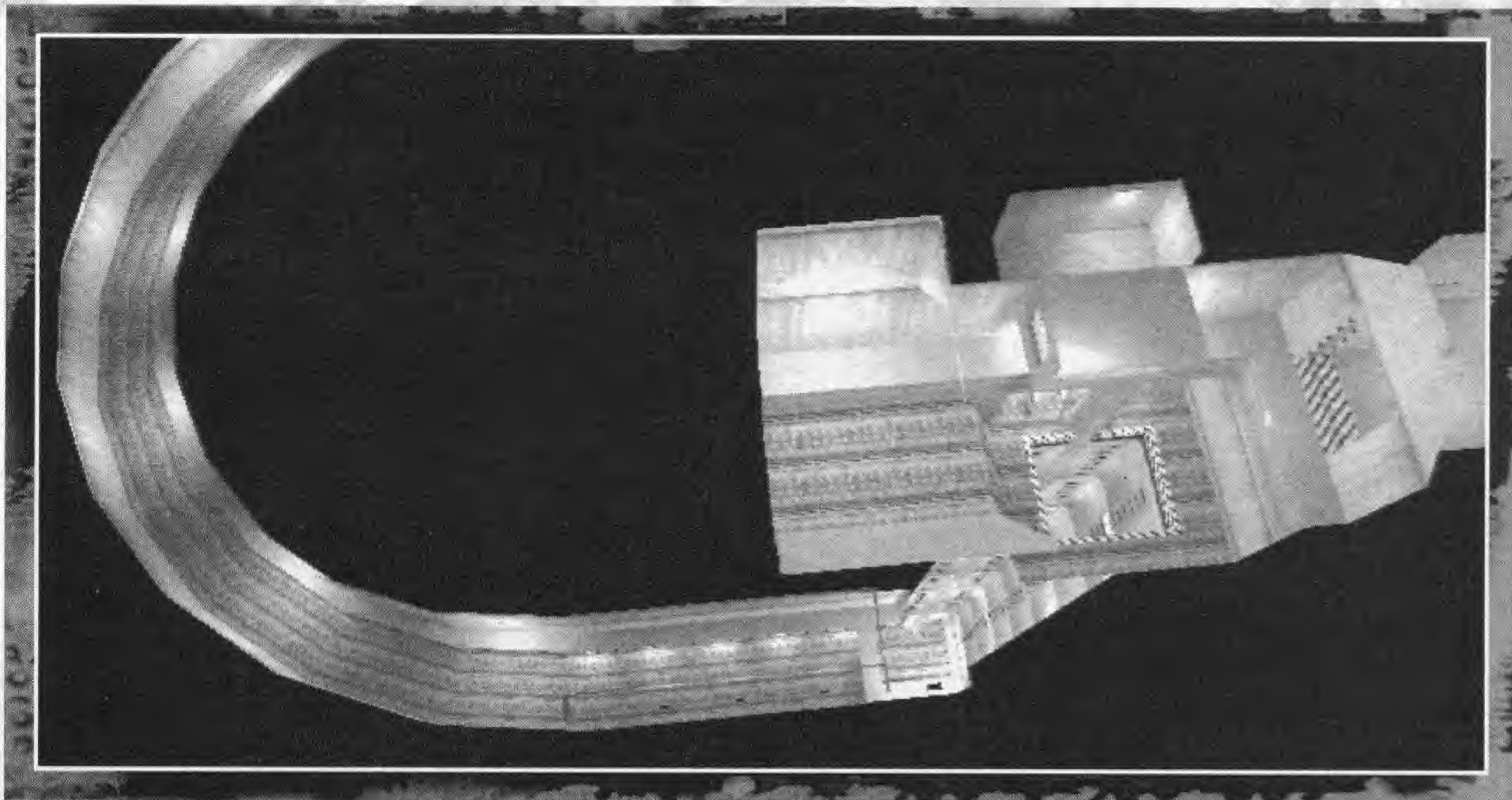


BLAST PIT

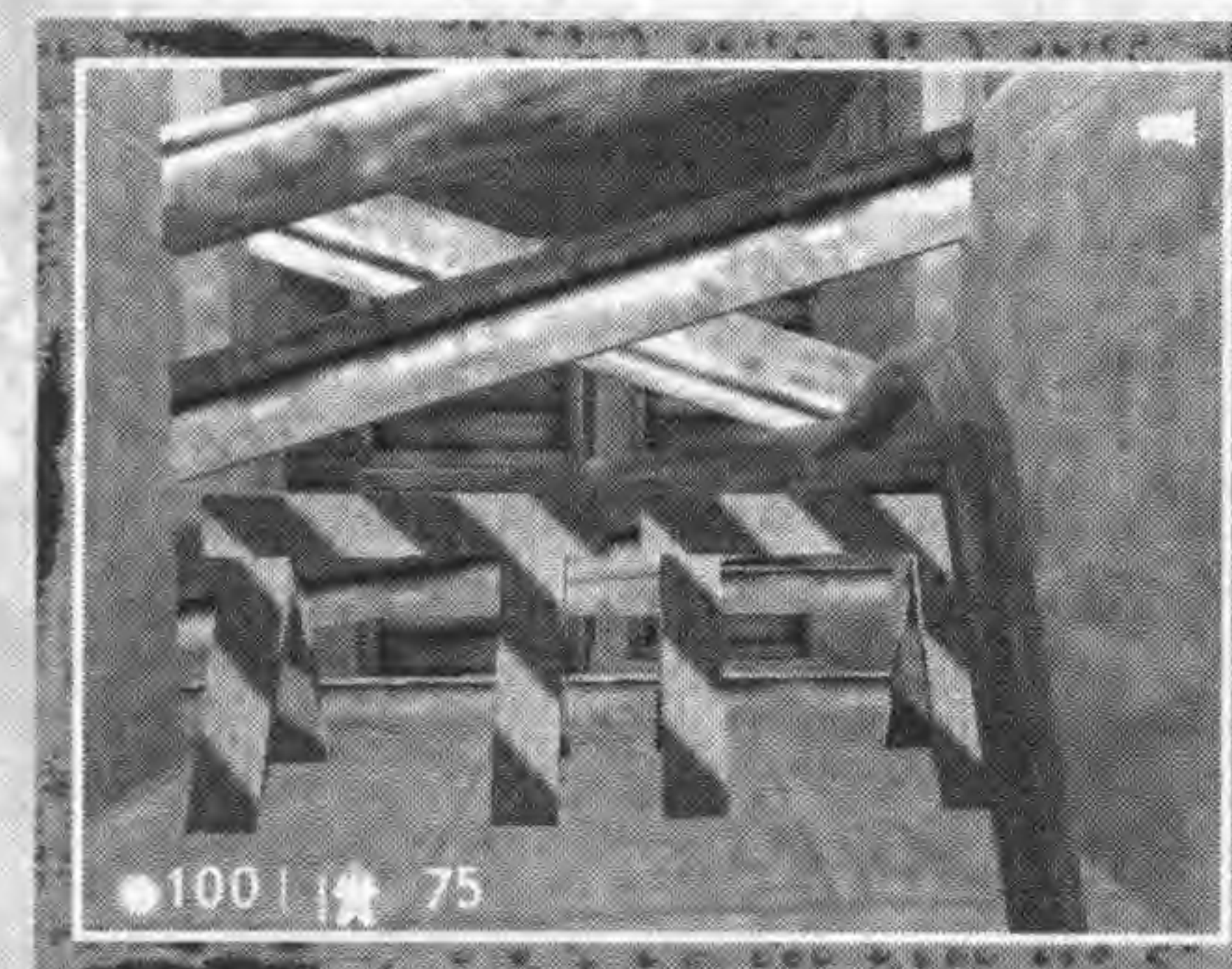
You're now in a new area. Your ultimate goal is to destroy a huge Tentacle that's taken over a nuclear silo. But getting to the silo is a test in itself!

Approaching the Silo

The government's clean-up squads haven't located this area yet, so you won't have any human enemies to fight for a while. You will, however, find yourself battling increasingly fierce aliens and some truly dangerous environments.



Map 5-8. Room with lift going down to train tracks.



1. As the level starts, you face a barricaded passage. Use your Crowbar to break down the barricades and boxes.



2. Beyond the barricades are a few Headcrabs. Kill them and look out over the large loading area. There's a Bullsquid out here you can kill easily with your Pistol.



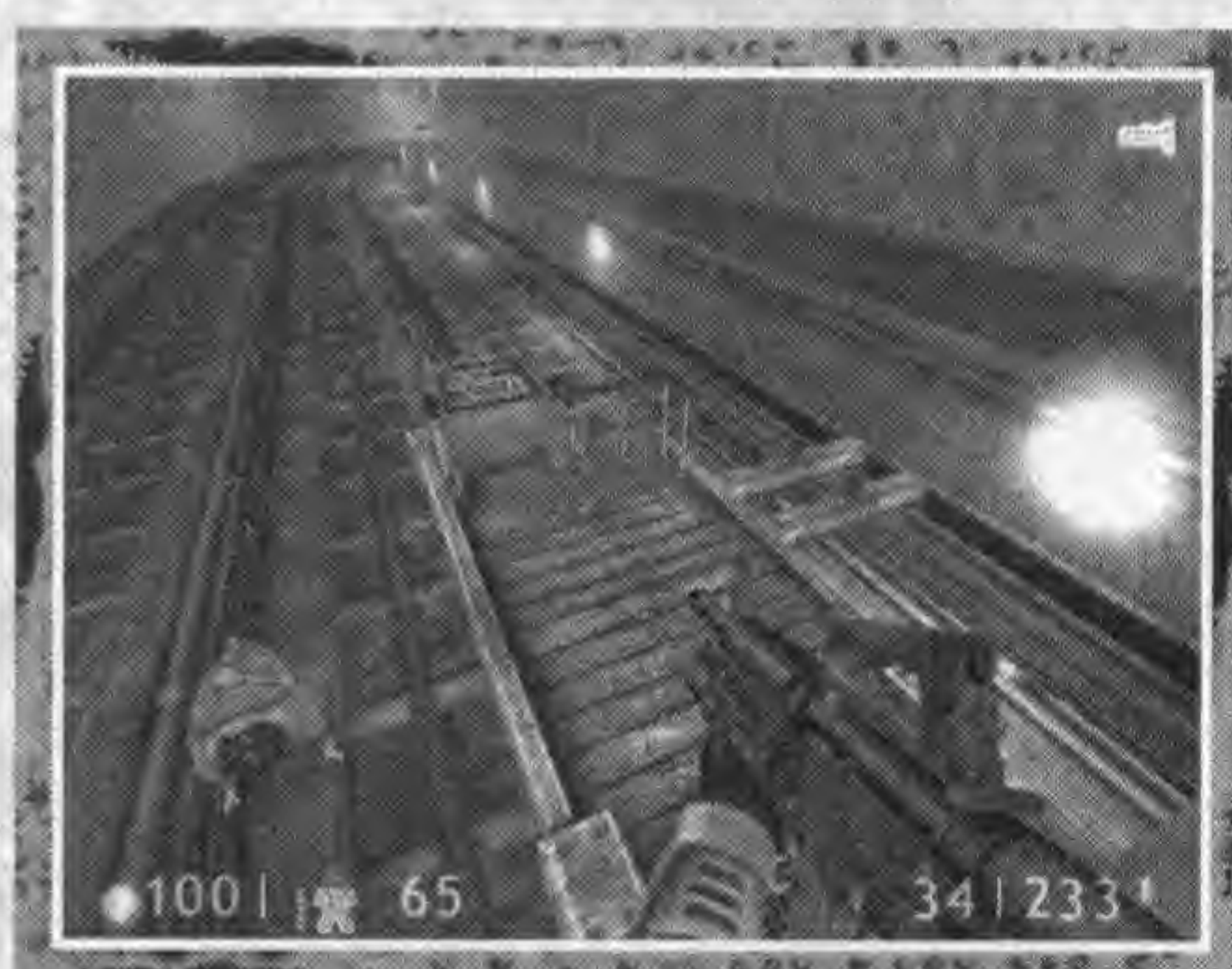
3. To the right lies a ramp. Go up the ramp to find yourself at a control panel with a lever. Throw the lever to summon a freight elevator. As you do, a Mawman bursts from a door to your right; kill it.



4. Enter the room the Mawman came from. This room is packed to bursting with explosives, so don't fire your weapons. Just take the ammo and First Aid Kit, and get out.



5. Descend a ladder to the bottom of the loading area. Get on the big freight elevator, and press a button to descend into darkness.



6. Downstairs, you'll find an abandoned rail tunnel. Several Houndeyes scamper below you. Shoot any that get too close, and jump onto the rail cart.



7. Press the Use button to activate the rail cart's control panel, and then press forward several times to make the rail cart blast ahead at full speed. Press the Use key one final time when you're at full speed.



TIP

Don't move around much while the cart is in motion, or you'll fall off.



8. Stand still as the rail cart hurtles along the tracks. Don't bother shooting the Houndeyes and Bullsquids you pass; they'll try to attack, but you're moving too fast to hit one another.



9. Eventually the cart breaks through a wooden signpost and approaches a bumper. When it hits the bumper, you'll hurtle through the air, into a pile of crates in a shallow, green, radioactive lake.



10. When you hit the water, immediately run in the same direction you were flying. As you run, kill a nearby Bullsquid with your Combat Rifle.



11. To get up on the far shore, you must jump onto two boxes bobbing in the lake. Jump on the lower box and, from there, to the higher one. *Important:* To jump from the water to the lower box, you must use the jump-and-crouch technique.



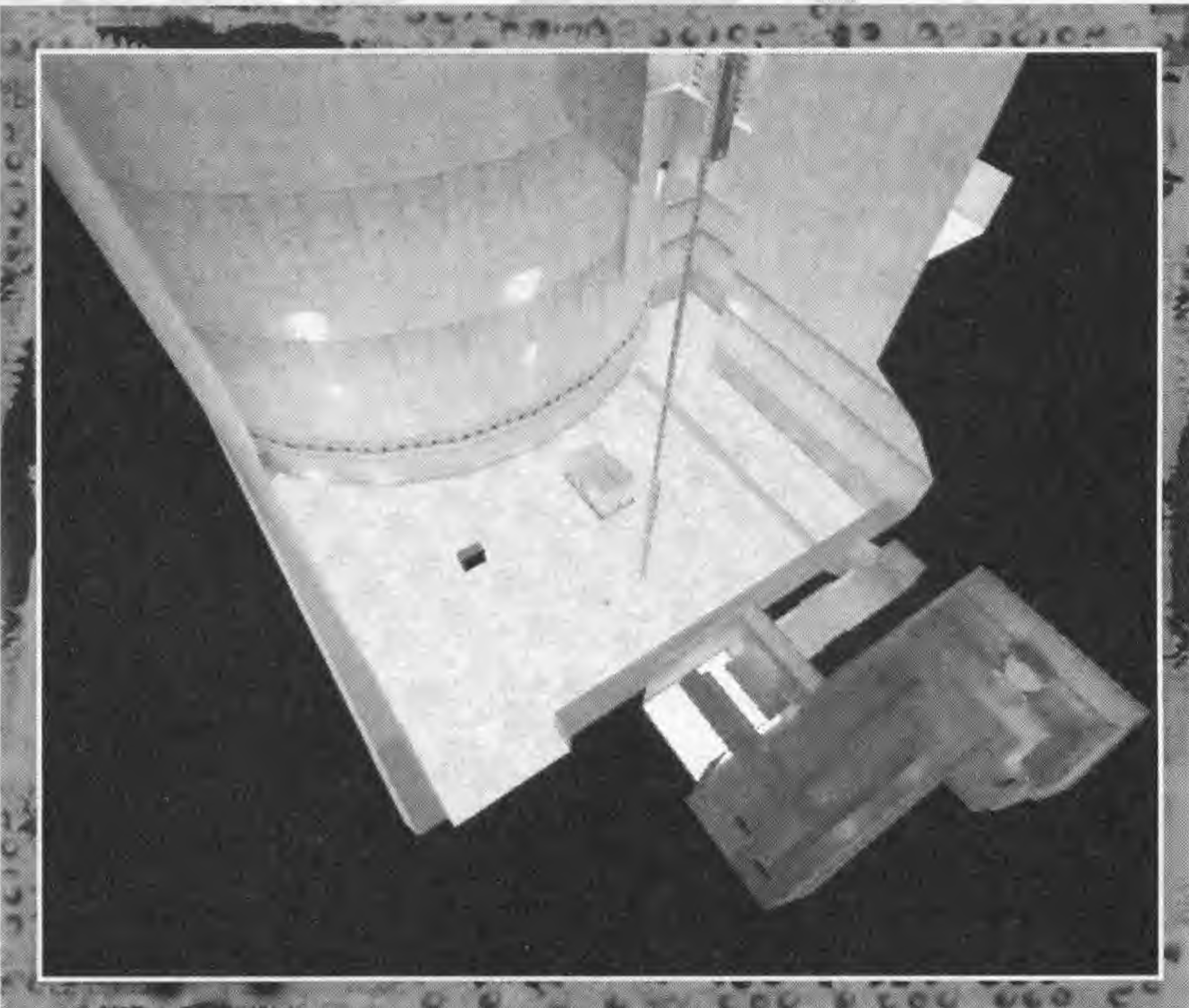
12. On shore, climb a ladder to the top of a giant pipe. Walk onto a somewhat smaller pipe with a hole in the top. Fall into the hole and crawl forward in the dark.



13. When you reach another hole in the pipe, jump up and down in the hole to spot a Bullsquid just outside. Shoot the Bullsquid at the top of your jumps. You can put a few rounds into the Bullsquid every second or two, while avoiding return fire.



14. When the Bullsquid's dead, jump out of the pipe using the jump-and-crouch technique. This area features several pipes and a pool of radioactive water.



Map 5-9. Pipe room and exterior of missile silo.



15. Get back atop the pipe you entered through (if you fell off), and jump from it to the topmost of the other two pipes in this room. Line yourself up carefully for the jump, or it's very difficult.



16. Walk along the new pipe. Shoot a Bullsquid in a toxic pool as you balance on the pipe, and then leap down to a balcony.



17. Beyond the balcony is a room with Batteries and First Aid Kits. Heal up, and then continue.

Entering the Silo

You're on the threshold of a missile silo that's been taken over by a giant Tentacle. Entering the silo is the easy part; defeating the Tentacle is another matter.



1. Go through a doorway to a ledge overlooking a lake of toxic slime. A missile silo lies beyond the lake. Kill a Bullsquid in the water below.



2. Hop on the pipe that leads toward the silo. Before it reaches the silo, however, this pipe nearly intersects another pipe that leads to a lift. Hop down onto this new pipe and make your way onto the lift.



Watch out for another Bullsquid hiding in a corner of the toxic lake.



Before you take the lift, you might want to try this dangerous feat:

Run up to the edge of the missile silo itself. Jump onto its slanted surface. If you jump far enough, and continue running at full speed toward the silo, you won't slip off into the lake.

Still running toward the silo, point yourself slightly left and make your way around to a ledge on the far side of the lake. There, you'll find more First Aid Kits and Batteries. Collect these items and return to the lift via the same method.



3. Press the button on the lift and ride up.



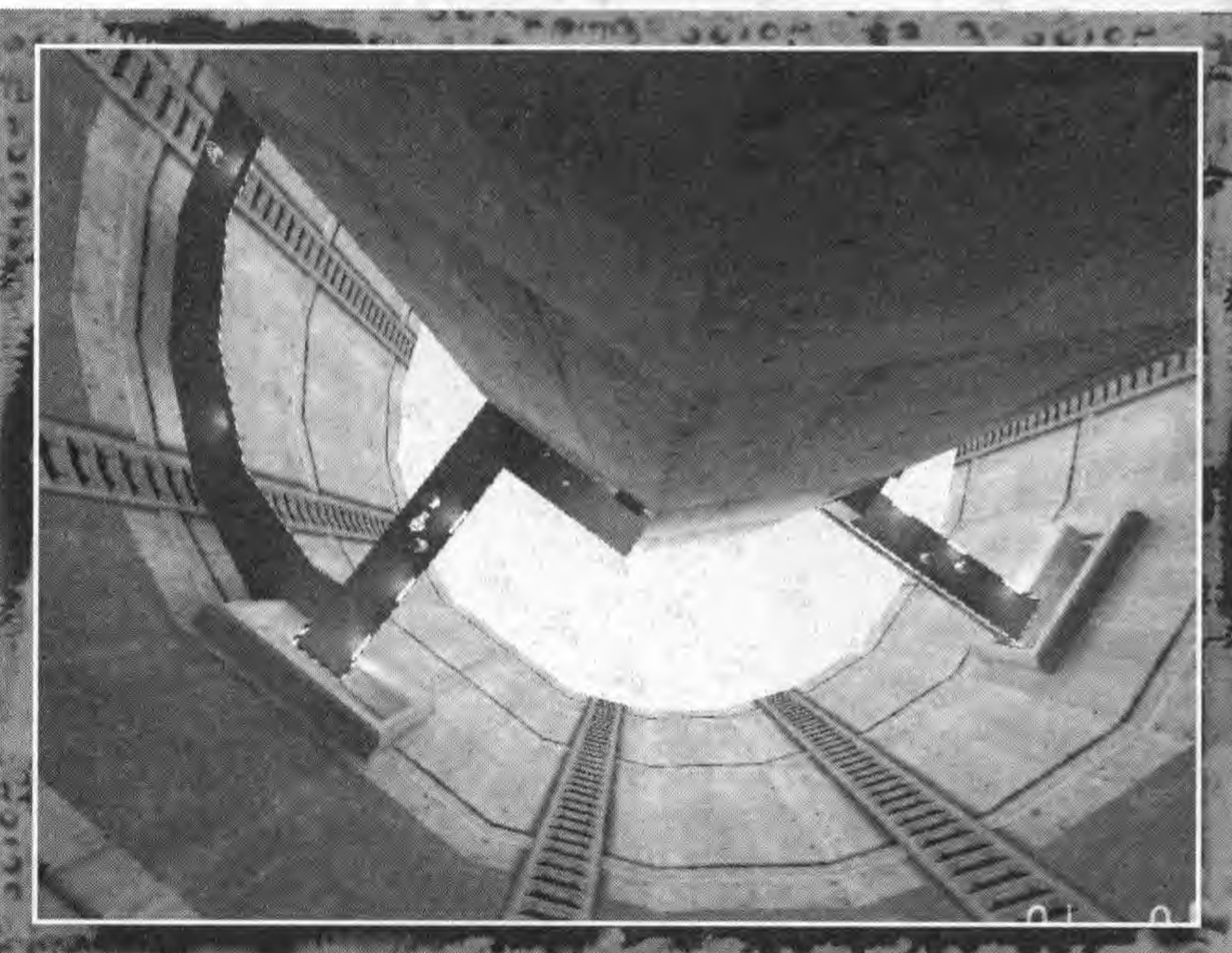
4. Upstairs, walk slowly down a corridor. As it broadens, you'll find a Bullsquid to your right, near some explosive barrels. Kill the Bullsquid, but *beware the barrels*.



5. Follow a catwalk to a bridge, killing Houndeyes along the way. Collect a pair of First Aid Kits near the bridge before crossing.



6. A single Houndeye is trapped between barrels of explosives on the bridge. You can either shoot the Houndeye and blast a hole in the bridge, or simply run past it. Blasting a hole kills the Houndeye, but then you must jump across the hole.



Map 5-10. Approaching the core of the missile silo.



7. Kill Headcrabs on the other side of the bridge. Then enter a small room with a security door and throw a wall switch. A new door opens.



8. Kill the Mawman on the other side of the door, then follow the hall. Listen to the dying Scientist on the floor. Kill a Barnacle on the ceiling and keep going.



9. Go through another security door to the missile silo's control room. After a moment, a massive Tentacle bursts through the glass and grabs a Scientist.



10. After the Tentacle has dragged off the Scientist, cross the room. Go through a doorway, kill a Barnacle overhead, and climb a ladder. A Security Guard upstairs tells you to be quiet.



11. Enter a small room with explosive crates and Grenades. Another Security Guard stands in here; as soon as you enter, he runs toward the Tentacle. Ignore him; the Tentacle will kill him eventually.



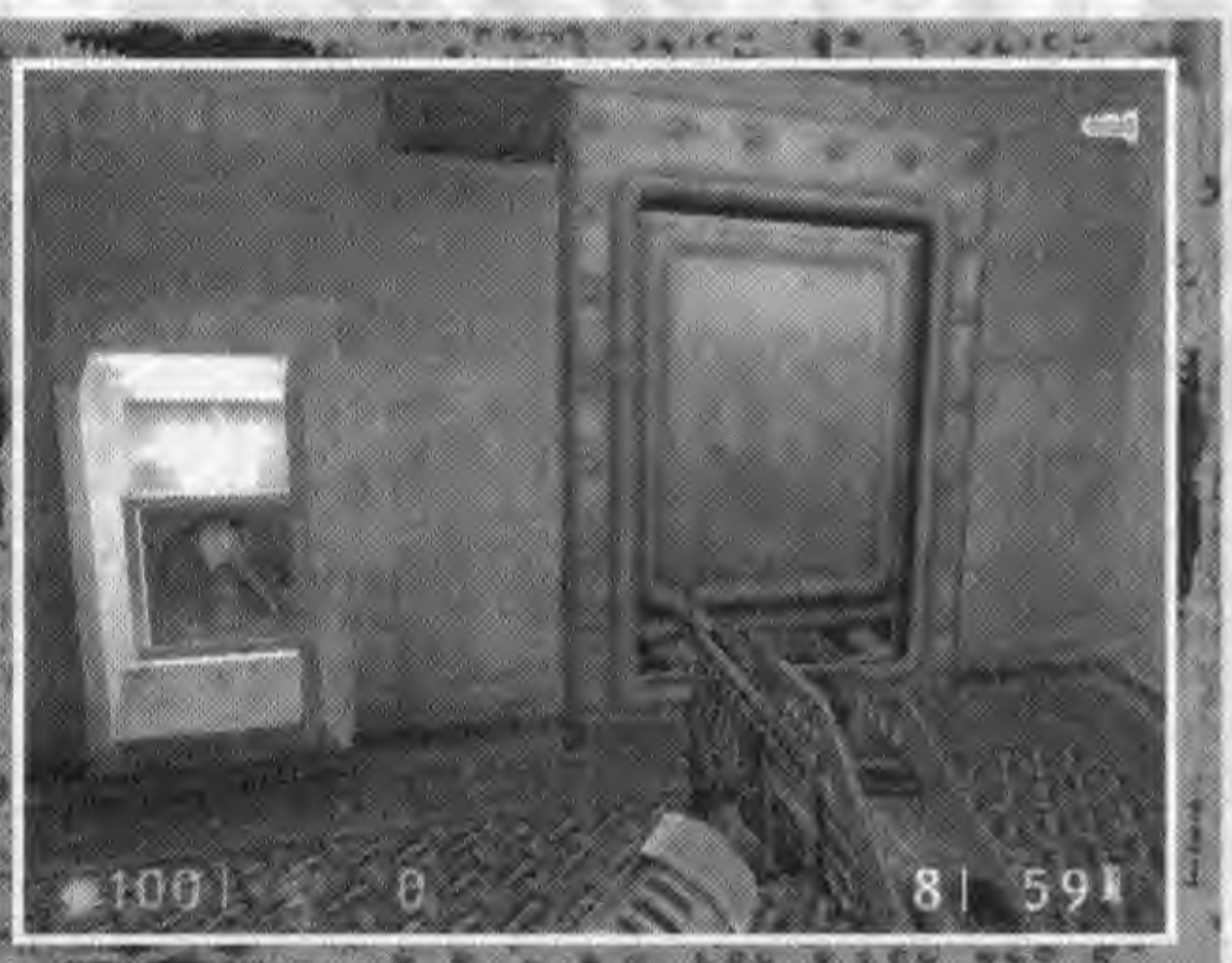
12. Collect the Grenades and crawl out into the silo's inner chamber, where the Tentacle waits. Crawl down a ladder to a lower platform.



13. Destroy a ring of boxes around a ladder leading down, and then descend quickly.



14. At the bottom, look for a boarded-up door. Destroy the boards and go through the doorway.

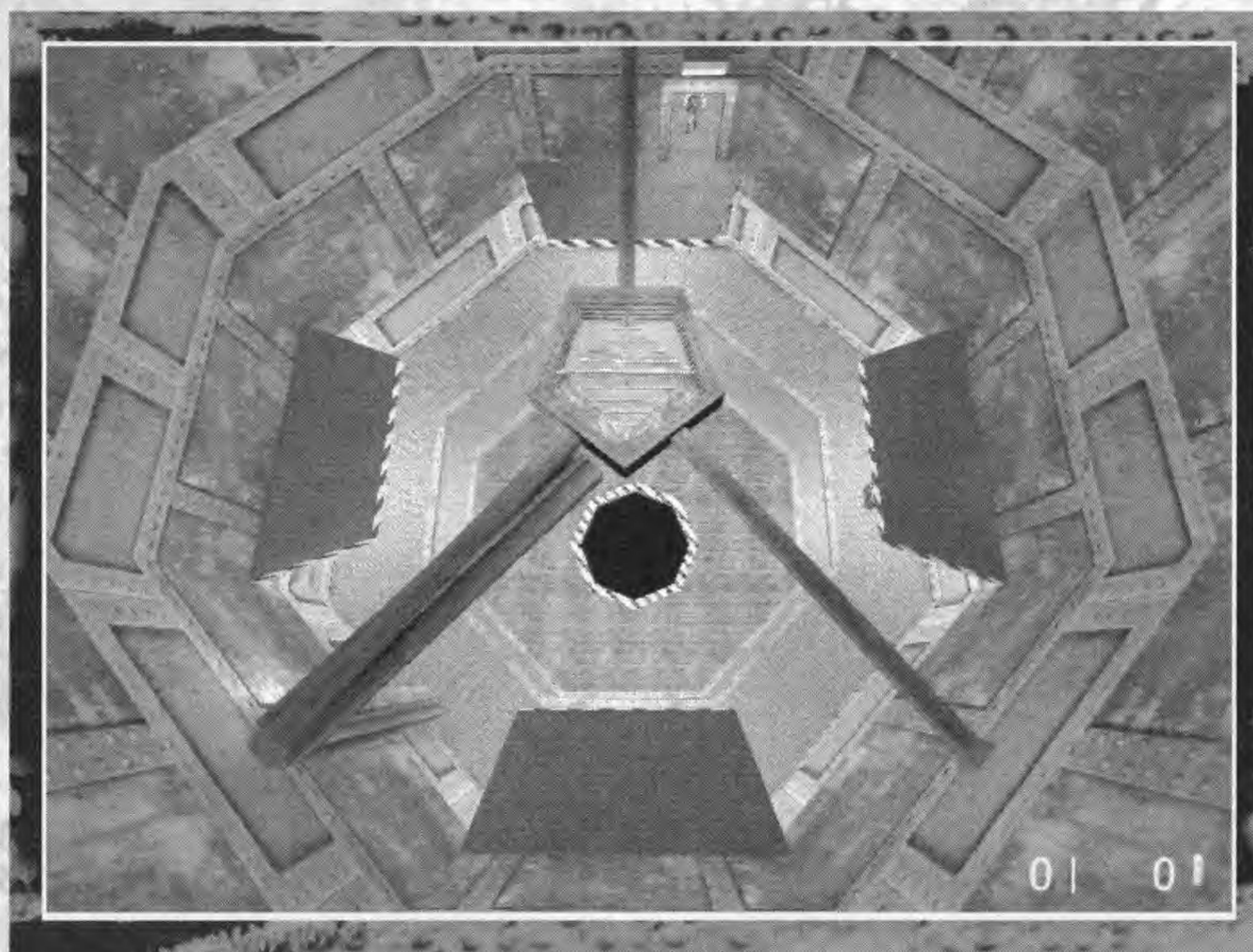


15. Walk down a corridor to a security door. Throw the wall switch, and a new door opens.

TIP

The Tentacle relies on sound to locate you. Crawling instead of running greatly reduces your chances of getting smacked.

If you do accidentally make a noise, or if the Tentacle seems to be homing in on you, throw a Grenade into the hole the Tentacle emerges from. That'll confuse it for a while.



Map 5-11. Central core of silo, directly above the Tentacle.

Activating the Air and Fuel

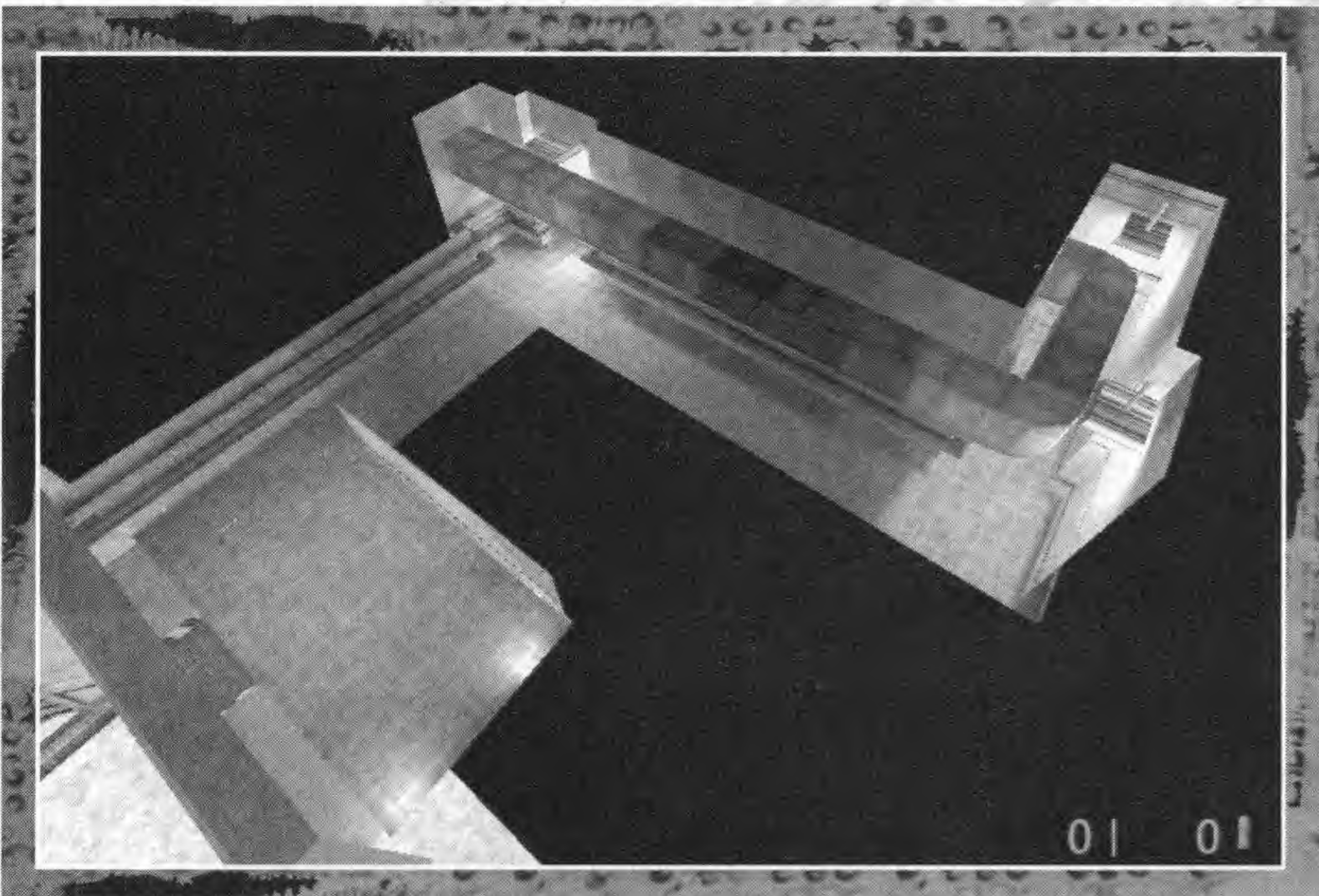
Your master plan to kill the Tentacle requires you to restore power, fuel, and ventilation to the missile silo. You'll do the second two first.



1. Beyond the security door is a bridge. A Mawman on the bridge is trapped between two explosive barrels. You can either run past the Mawman or shoot the barrels.

TIP

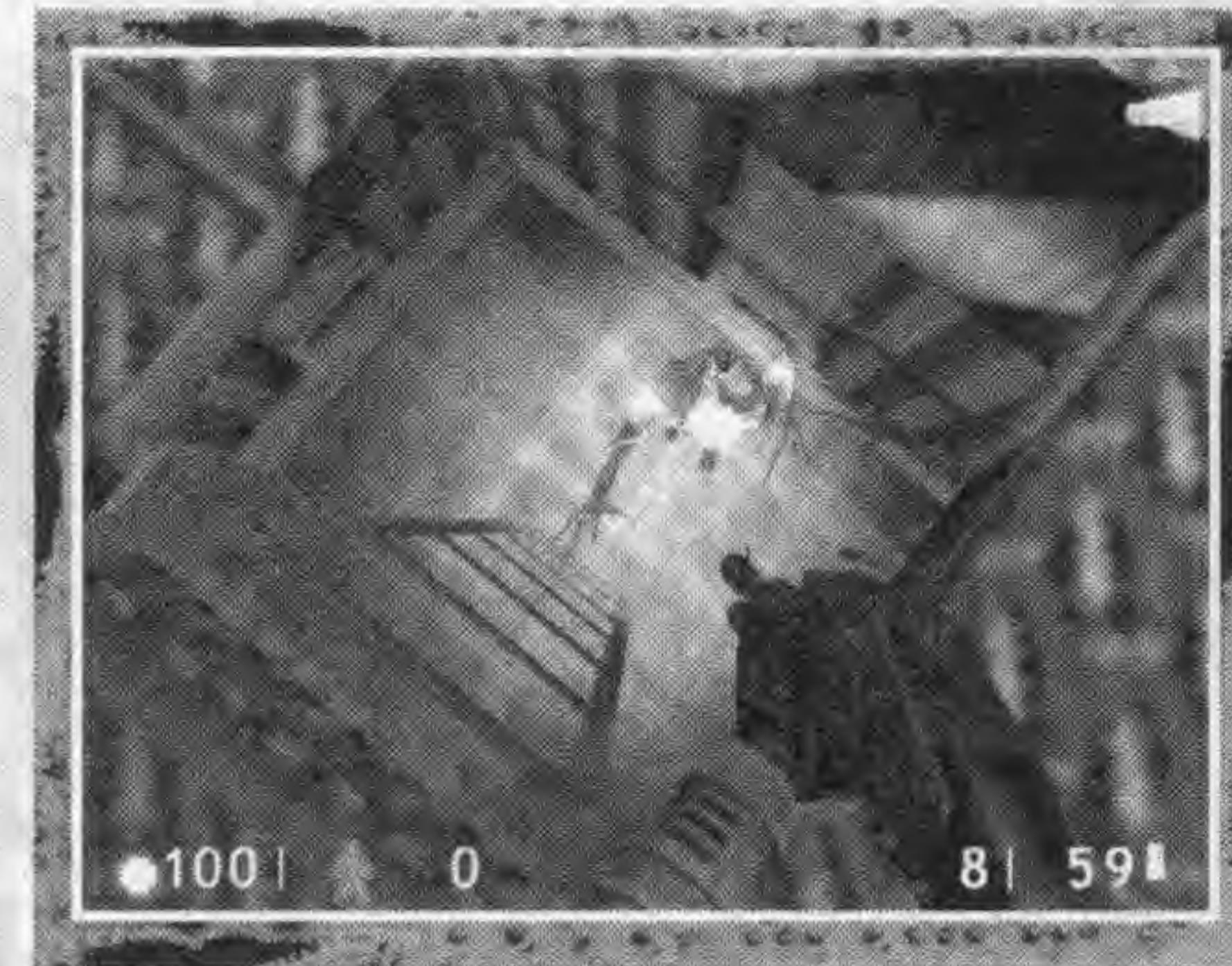
Shooting the barrels destroys a section of the bridge. If you do this, cross the bridge by walking on a thick blue pipe to the left.



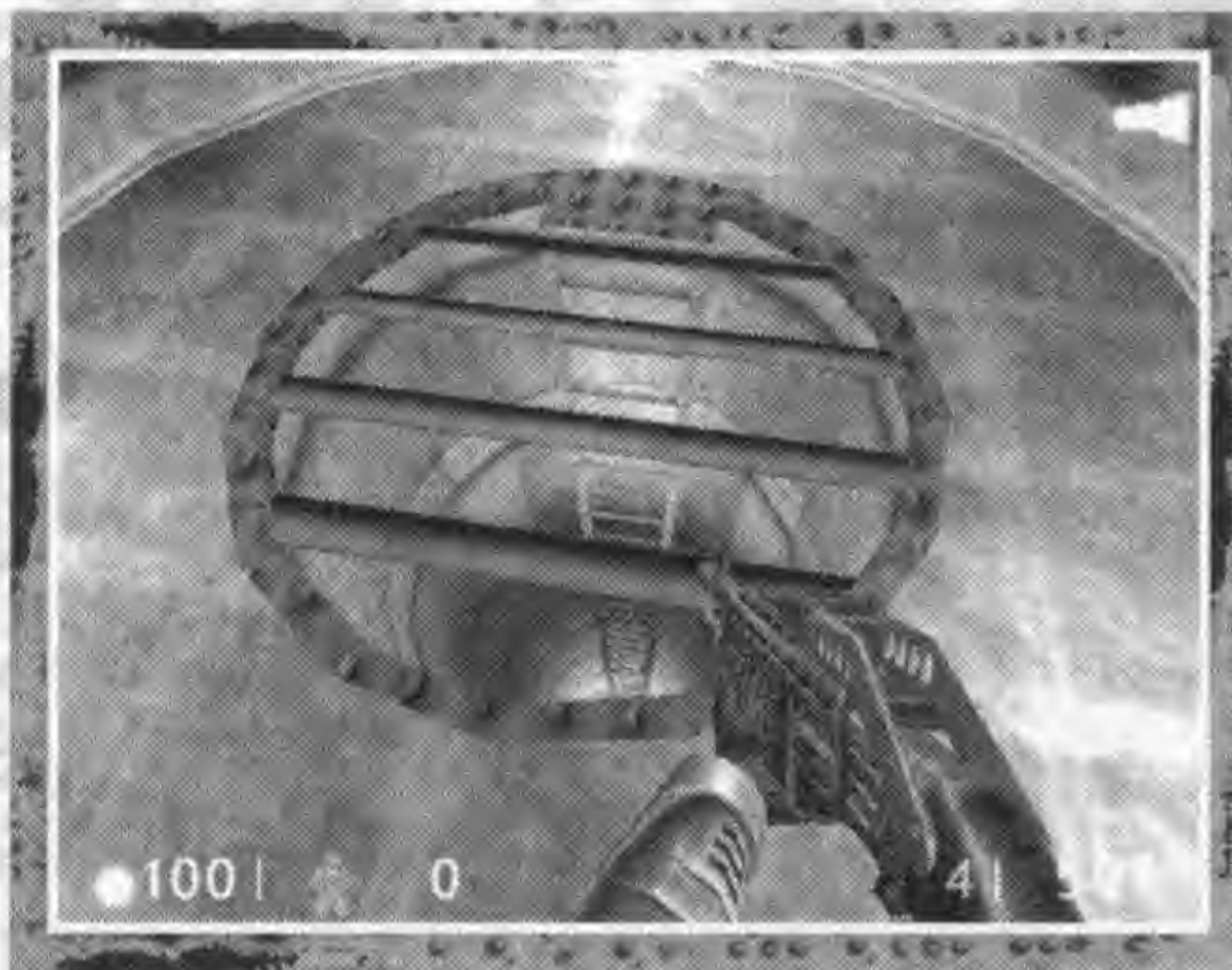
Map 5-12. Hall leading to Fuel Room.



If you use the ladder, the Mawmen will tear you to shreds.



2. Reach an area with a locked door labeled "Fuel Room" and a ladder leading down. Don't use the ladder. Instead, turn on your Flashlight, jump down *without* using the ladder, and then turn around quickly to destroy two Mawmen.



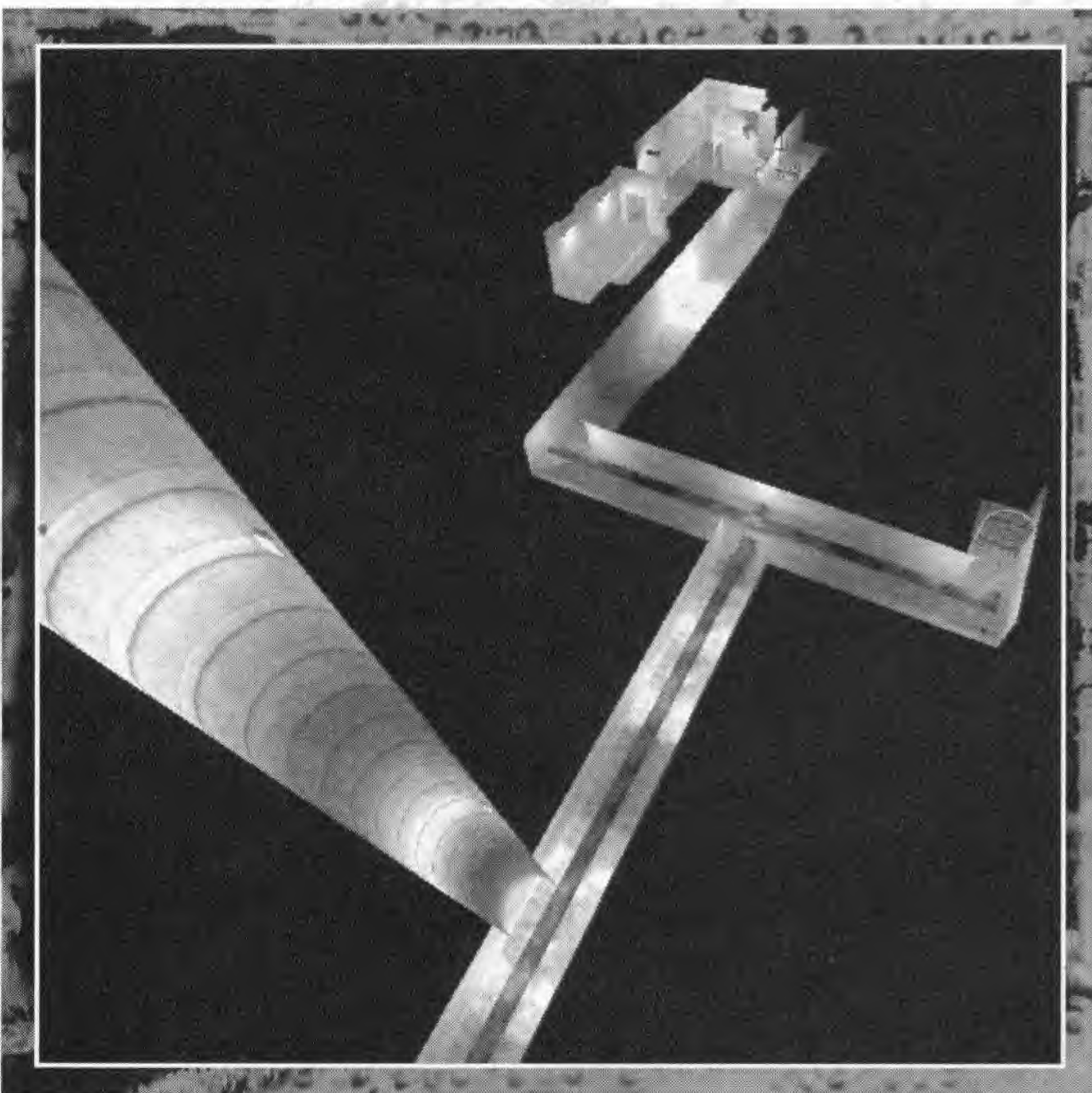
3. Down here, you'll find a circular grate in the floor. Destroy it and climb down an extremely long ladder.



4. At the bottom, you'll find yourself standing on a rusty pipe suspended above shallow water. Walk along the pipe, taking care not to fall off. (There are Bullsquids that can attack you down there.)



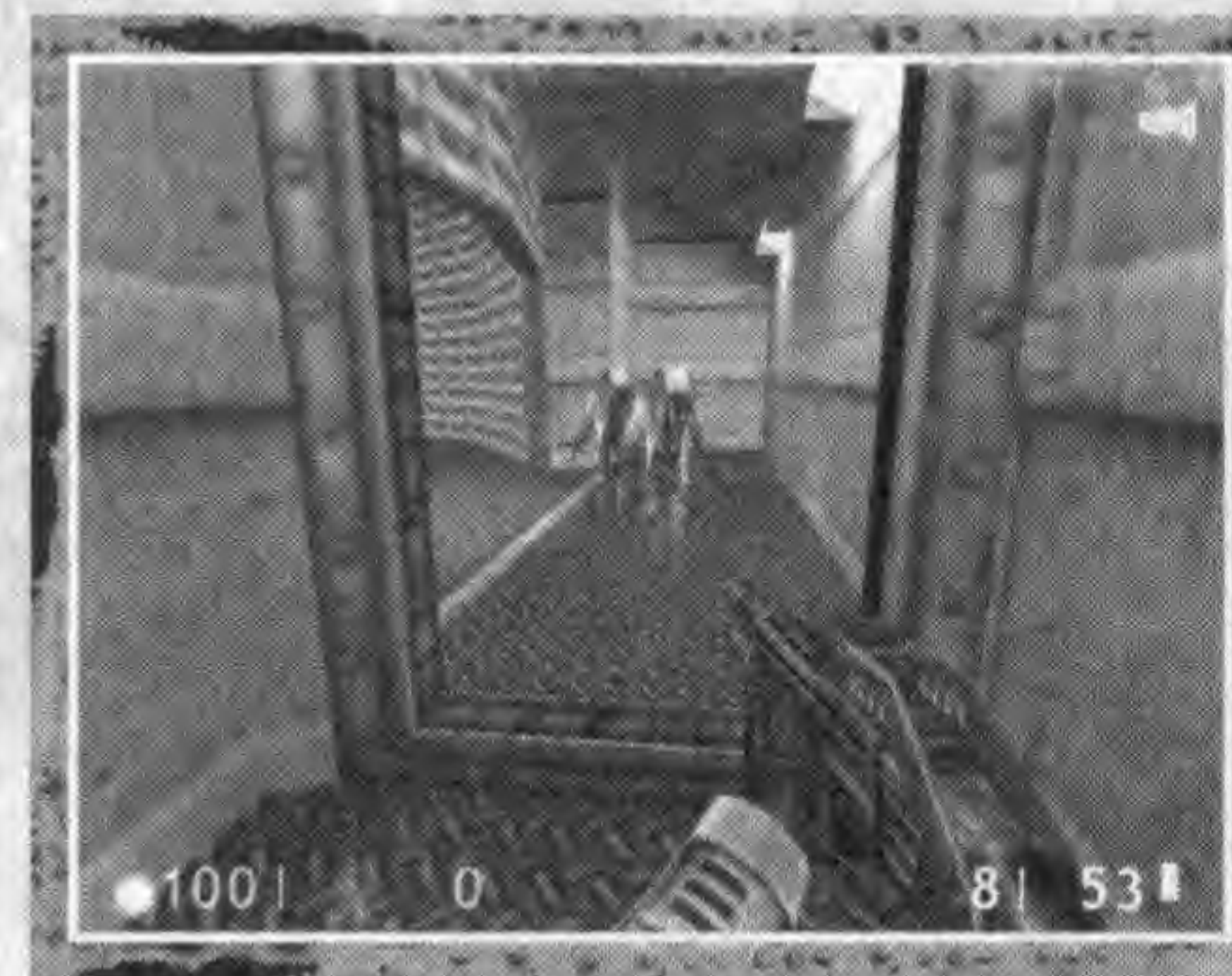
5. Take a left at a T-junction.



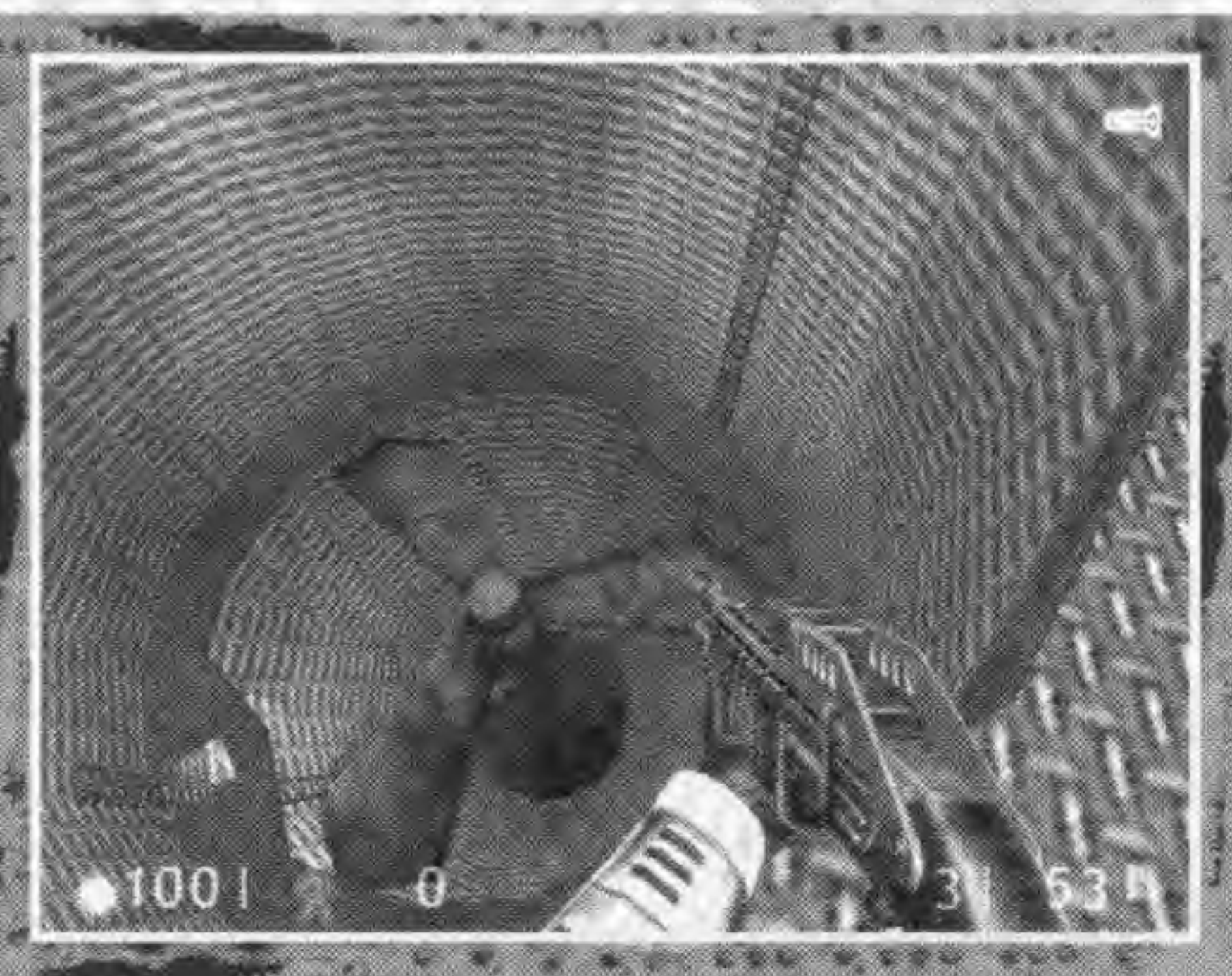
Map 5-13. Shaft leading down to pipes.



6. Follow the pipe to a ladder leading up. Climb the ladder, shoot out the grate at the top, and kill the Mawman standing up there.



7. Upstairs, collect Grenades from a small alcove, and then follow the only available corridor to a door. Press a button near the door to open it, and shoot two Mawmen on the other side.



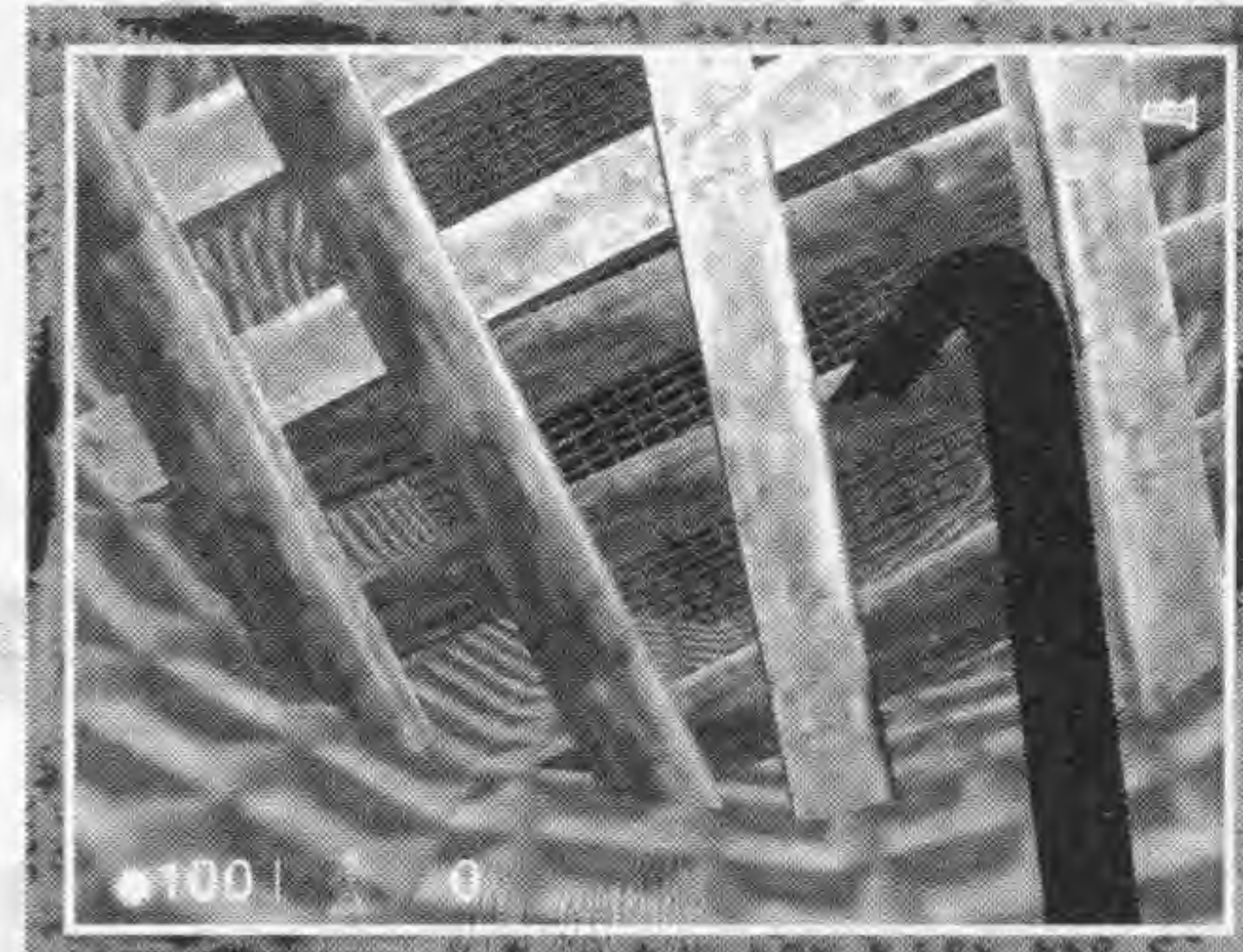
8. Beyond is a huge vertical shaft with a massive, motionless fan in it. Climb down two red ladders to reach the fan's level.



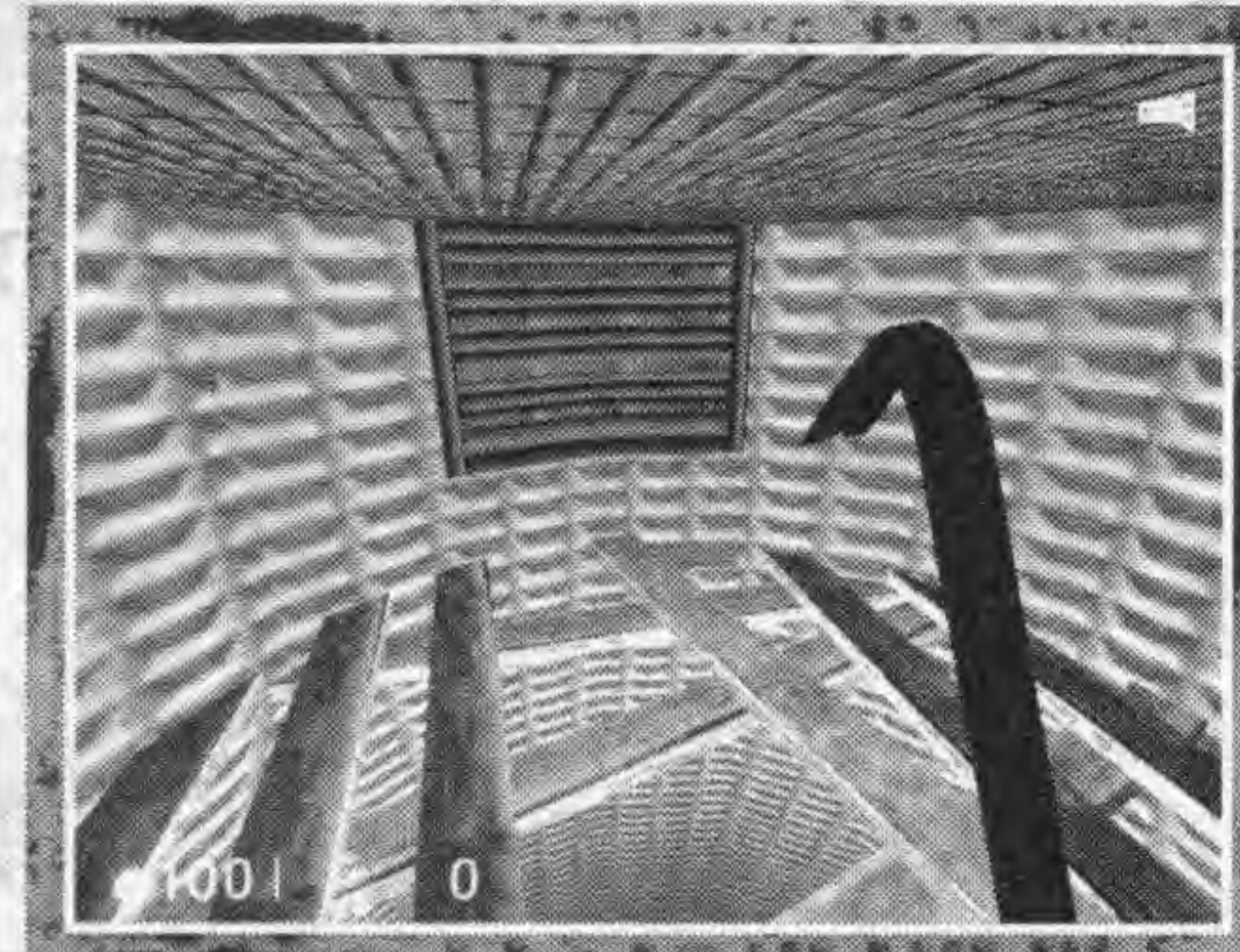
9. Walk up to the base of the fan and press a switch to activate it. Then turn and climb back up both ladders as quickly as you can.



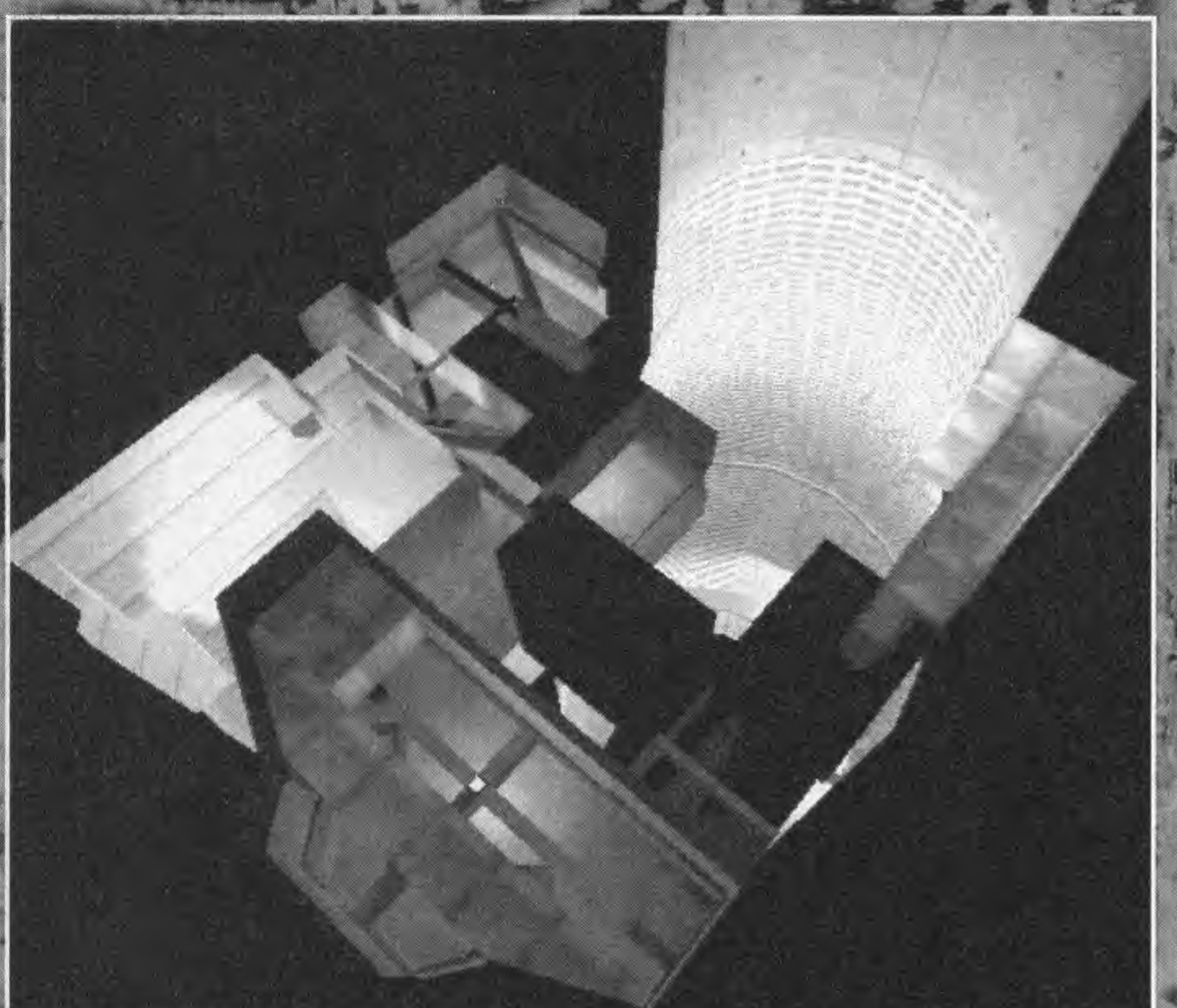
If you're slow to get away, the fan will gain speed and rip you to shreds as you try to climb the first ladder. Get moving once you throw that switch!



10. From the top of the second ladder, jump toward the fan. The fan is blowing so hard that you'll shoot straight up and stop against some wooden planks. Destroy the planks with your Crowbar to float even higher.



11. Above the planks, destroy a metal grate in the wall.



Map 5-14. Ventilation ducts leading away from the top of the giant fan.



12. Go through the grate.



13. Kill a Headcrab in the ventilation duct. Proceed forward, knocking out grates and killing Headcrabs, to a ladder leading down. Take it.



14. Proceed to a room with three Mawmen in it. Kill the Mawmen and approach a console with buttons labeled "Oxy On" and "Fuel On." Press both buttons, and red-and-blue lights blaze to life.



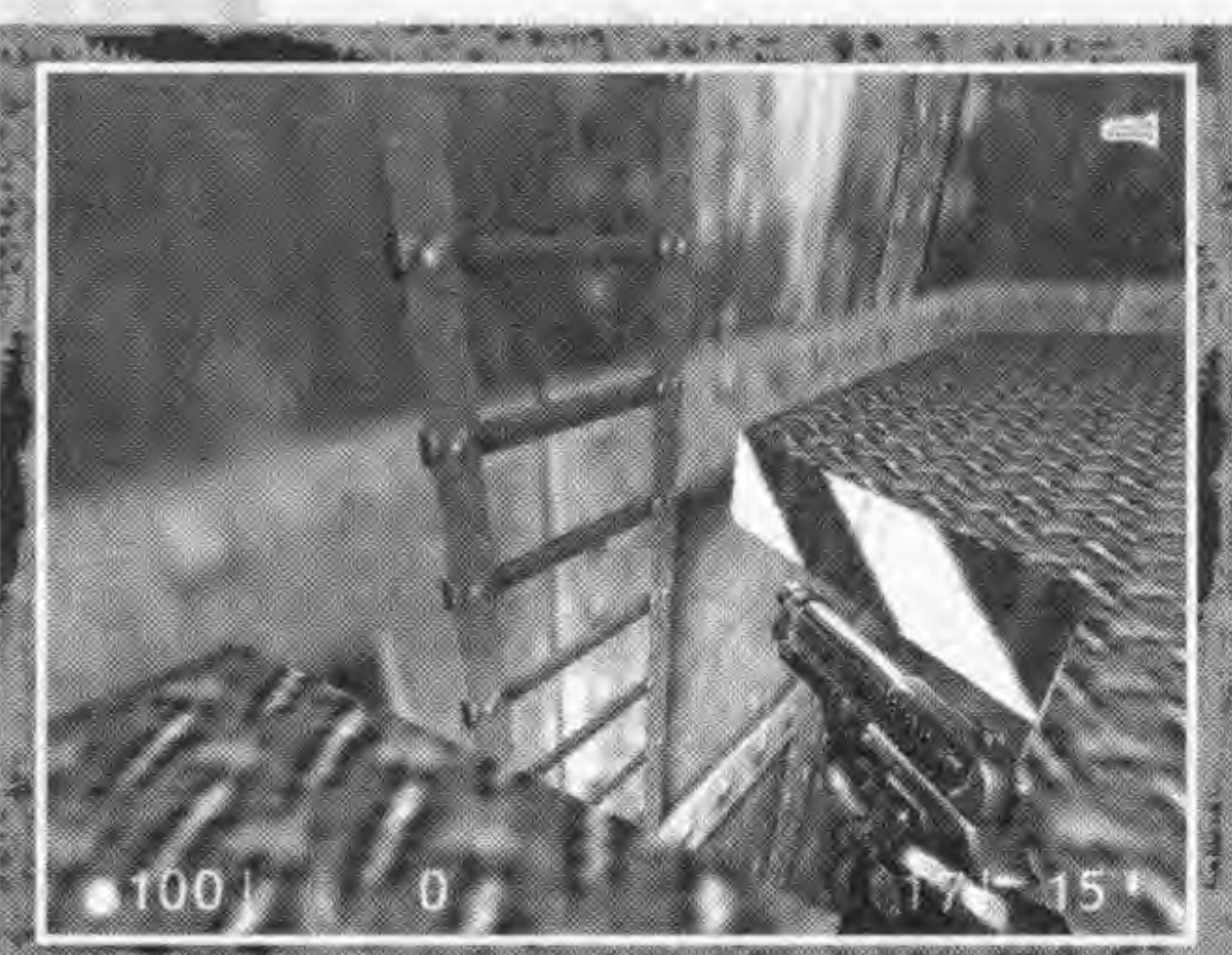
15. Climb the ladder to the right of the console. Press a wall button upstairs to trigger a door.



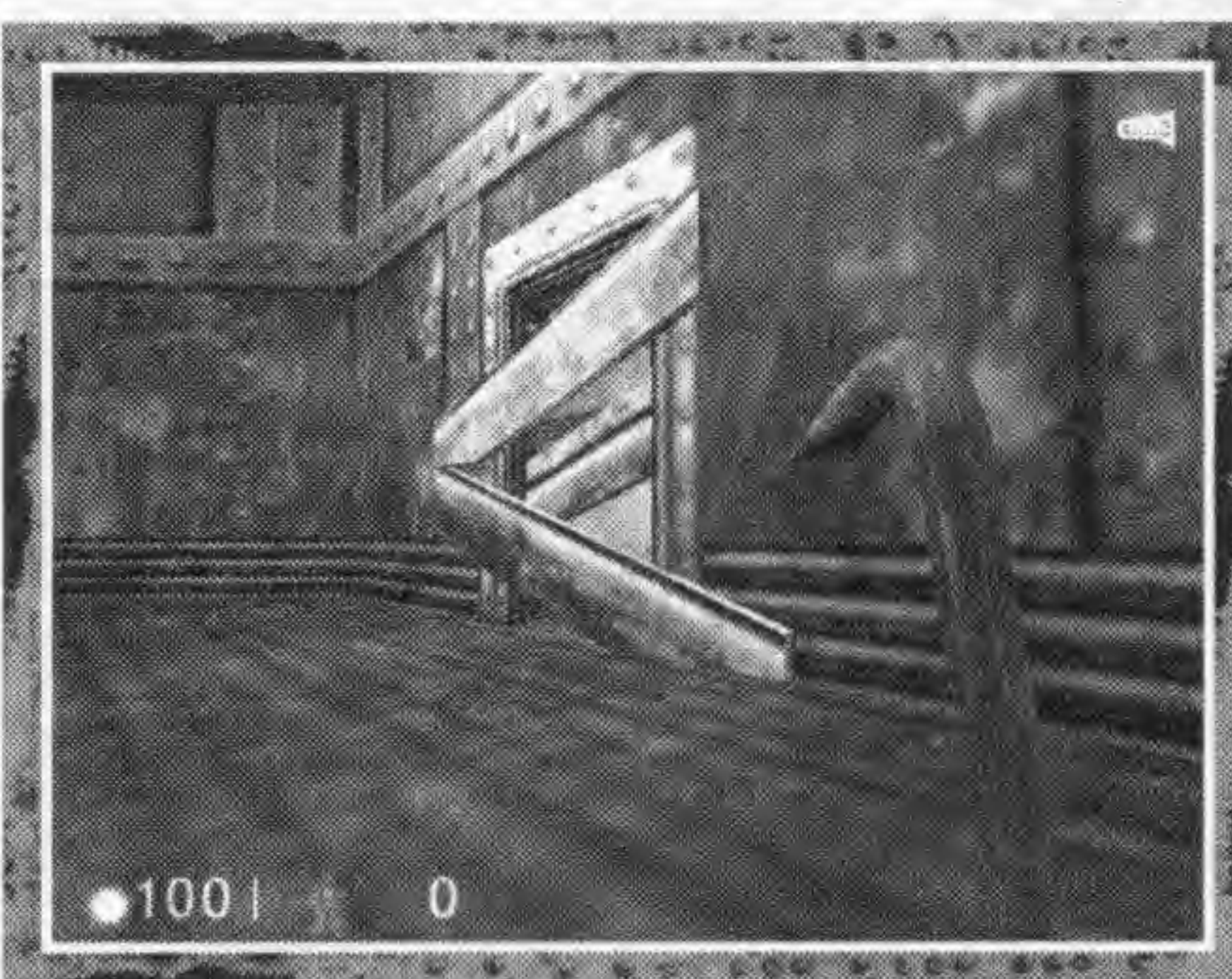
16. Beyond the door, you're back in familiar territory. Make your way along the corridor toward the center of the silo—the part with the Tentacle.

Restoring Power

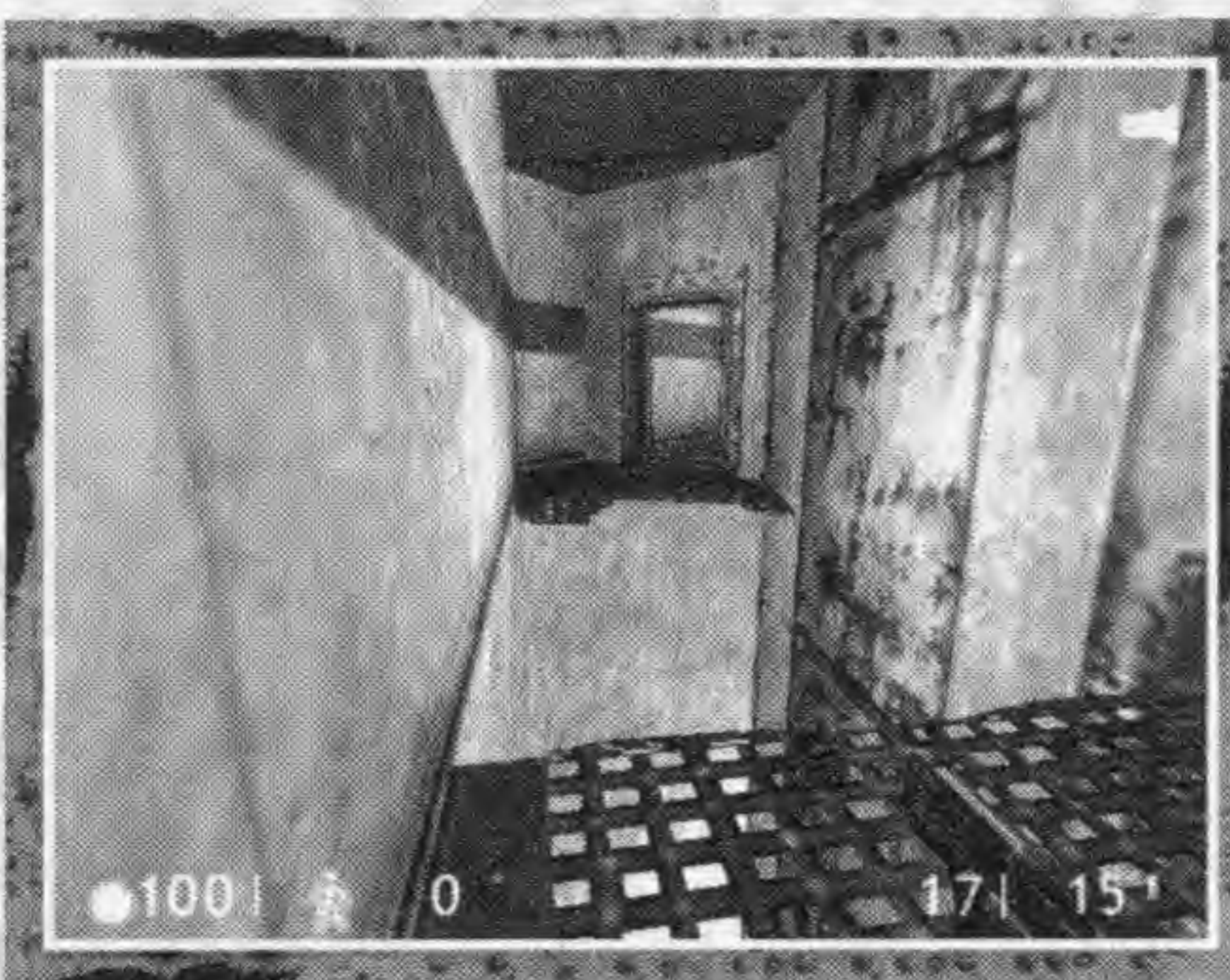
You've restored fuel and airflow to the missile silo, but you still must turn on the power. Here's how.



1. Return to the large room with the Tentacle. Locate a ladder leading down (remember to crawl), and take it.



2. There's a boarded-up door down here. Smash the timbers and go through.



3. Walk down the corridor to a hole in the floor. Leap across the hole and keep running when you hit the other side.



Getting a good running start helps you jump farther.



4. Keep running down the corridor until you find a Mawman feasting on two dead Scientists. As you do, a section of corridor collapses behind you. Ignore it. Just kill the Mawman and go through the security door.



5. Cross a bridge with explosive barrels on it (as usual, you can cross via a handy pipe if you blow up the bridge). Kill a Bullsquid on the other side, and a trio of Houndeyes in the corridor beyond.



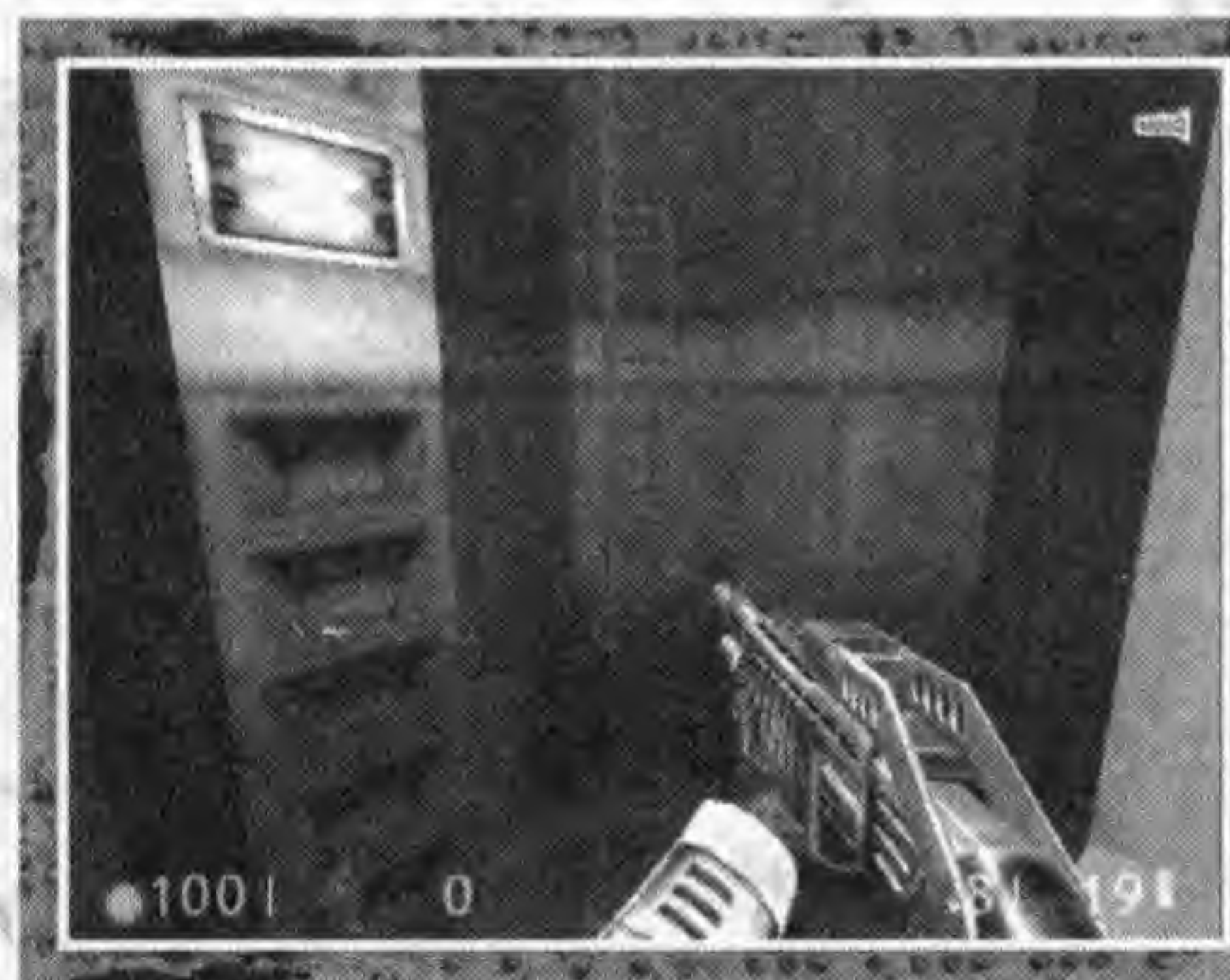
6. Proceed to a large, dark room with Barnacles and a Bullsquid eating a dead Scientist in the corner. Kill the Bullsquid, and then the Barnacles.



Map 5-15. Massive elevator shaft seen from above.



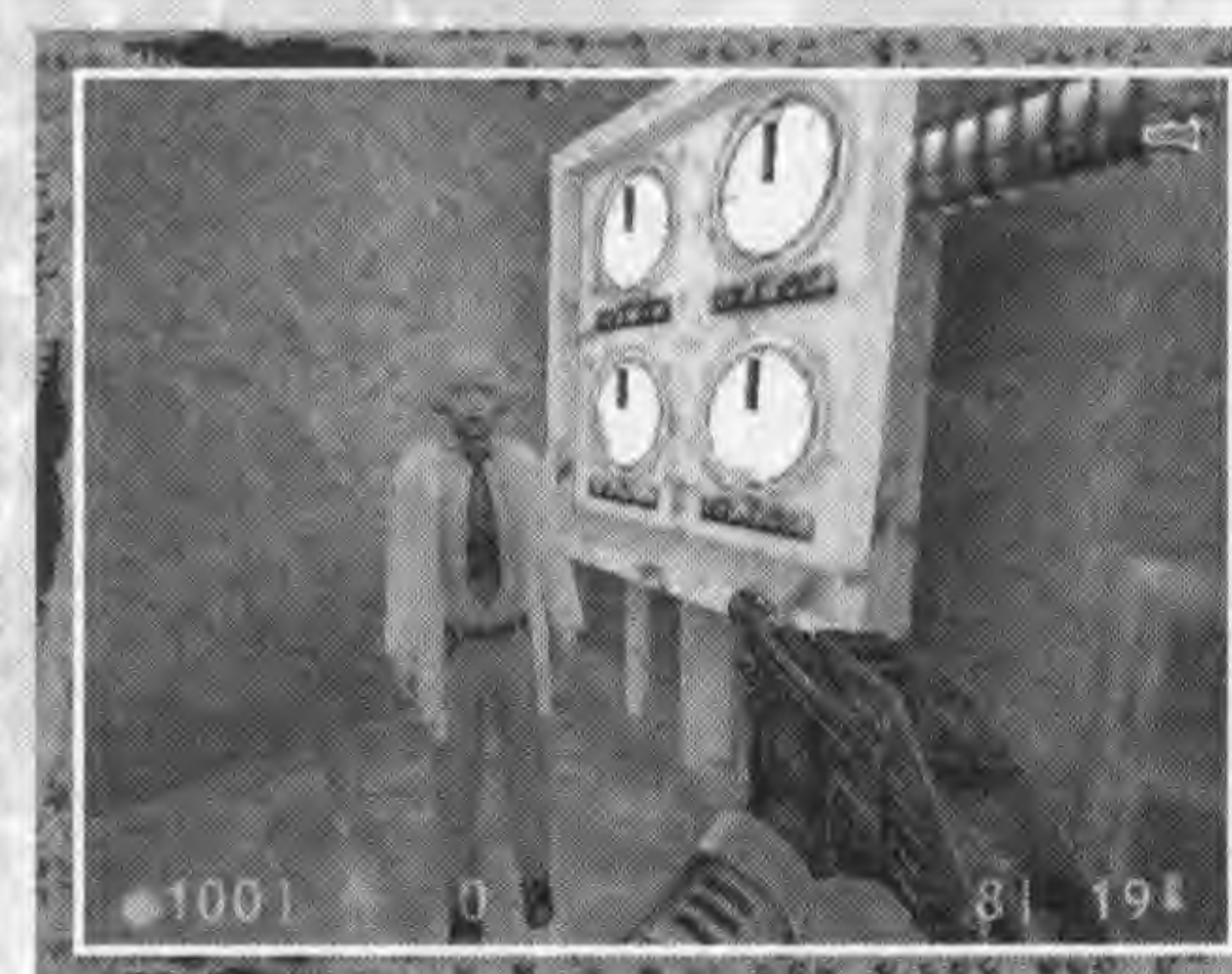
7. Walk out on a platform and press a button to summon an elevator. Board the elevator. As the elevator descends, turn on your Flashlight and scan the walls for a ladder.



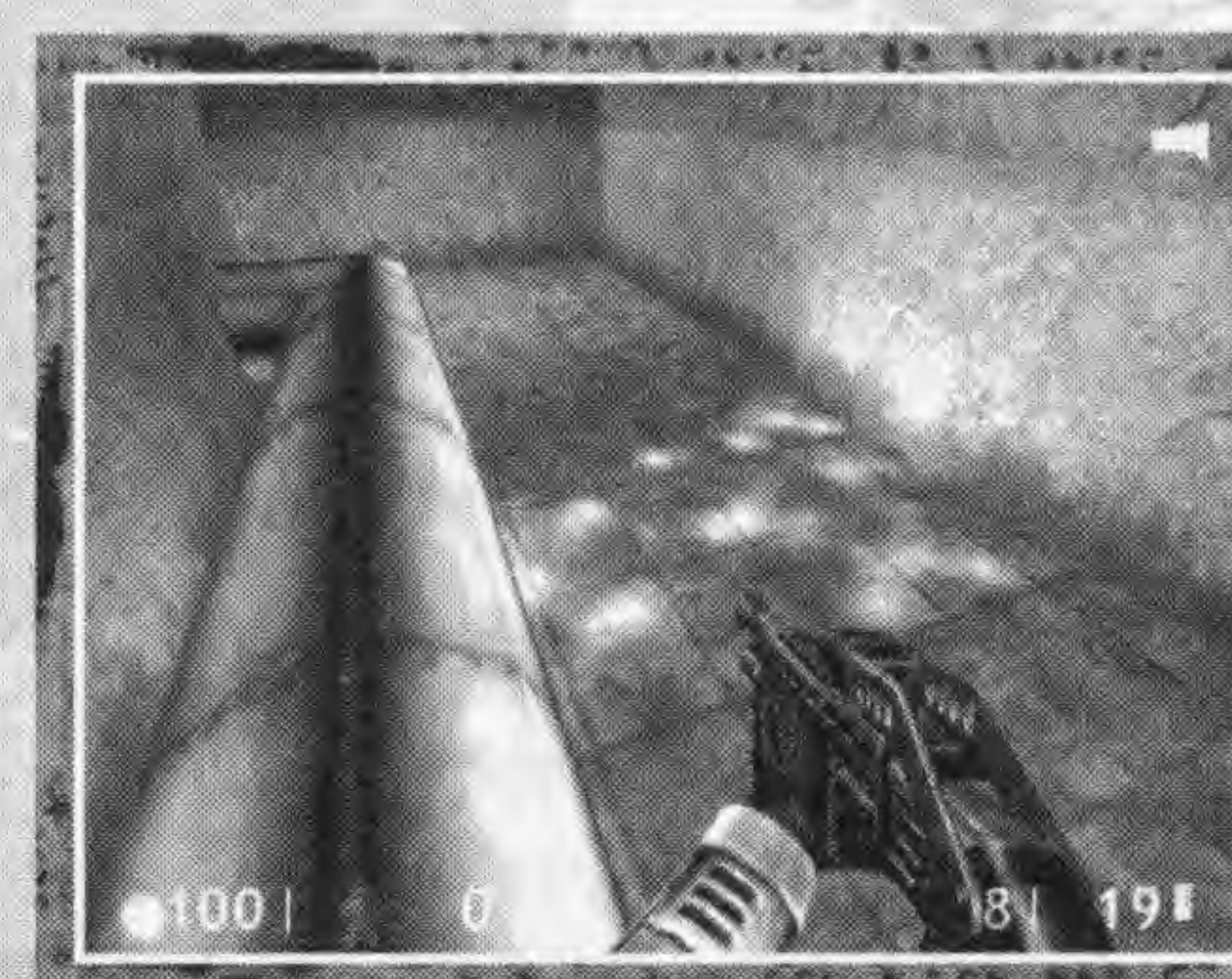
8. About halfway down, the elevator stops abruptly. Jump up to the rim of the elevator, and then leap over to the ladder on the wall. If you jump correctly, you can catch the ladder.



If you stay in the elevator, it'll plummet into a pool of toxic sludge.



9. Climb down the ladder. At its base is a platform with a Scientist. Listen to him, and then follow the only corridor leading away.



10. Proceed along the corridor, crouch-jumping up on a large pipe to avoid a spill of toxic sludge about halfway along.



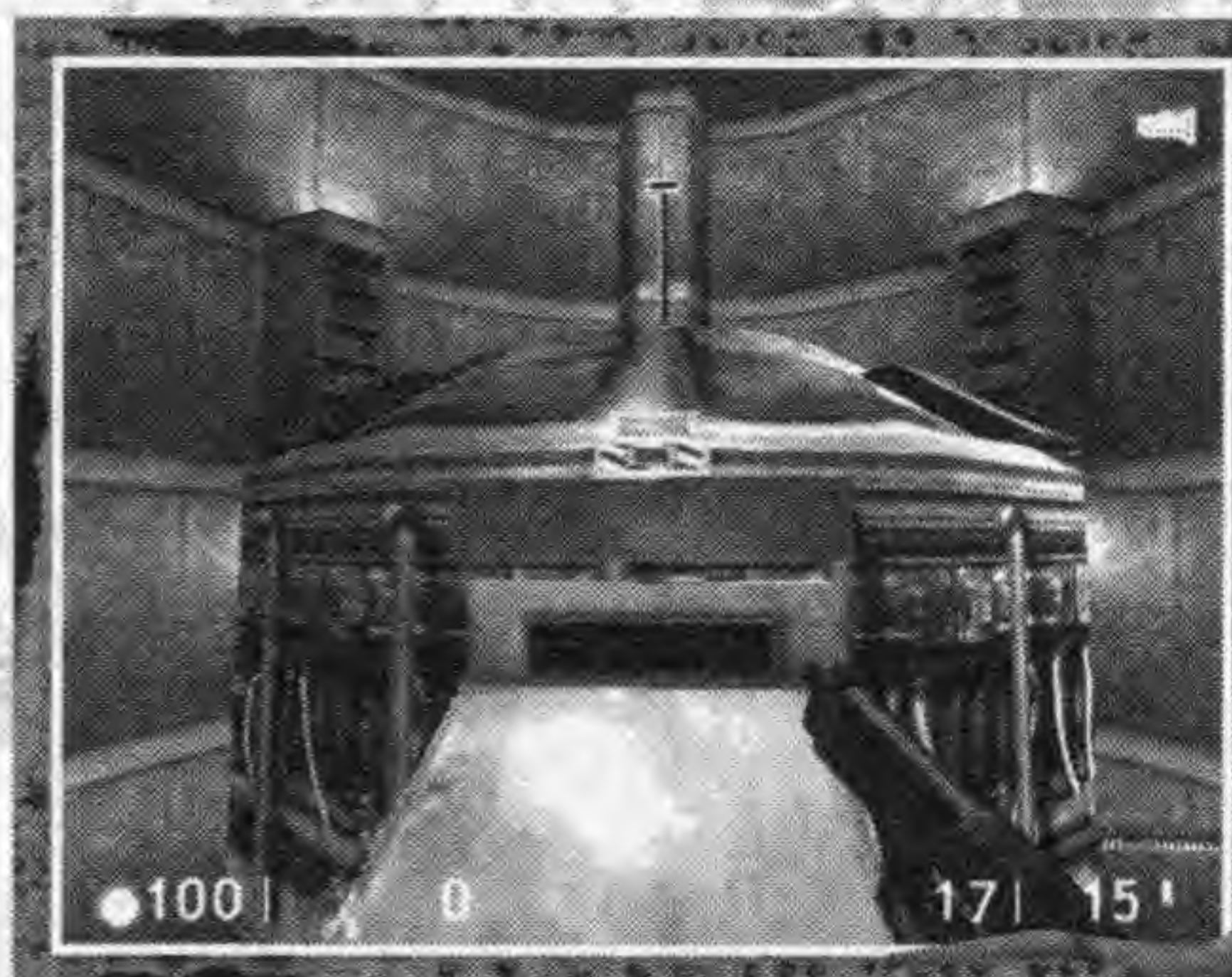
11. At the end of the corridor, kill a Mawman, and then walk forward. You're in the silo's power core. The only alien in here is a Bullsquid at the bottom of the core. Throw a Grenade down to kill it.



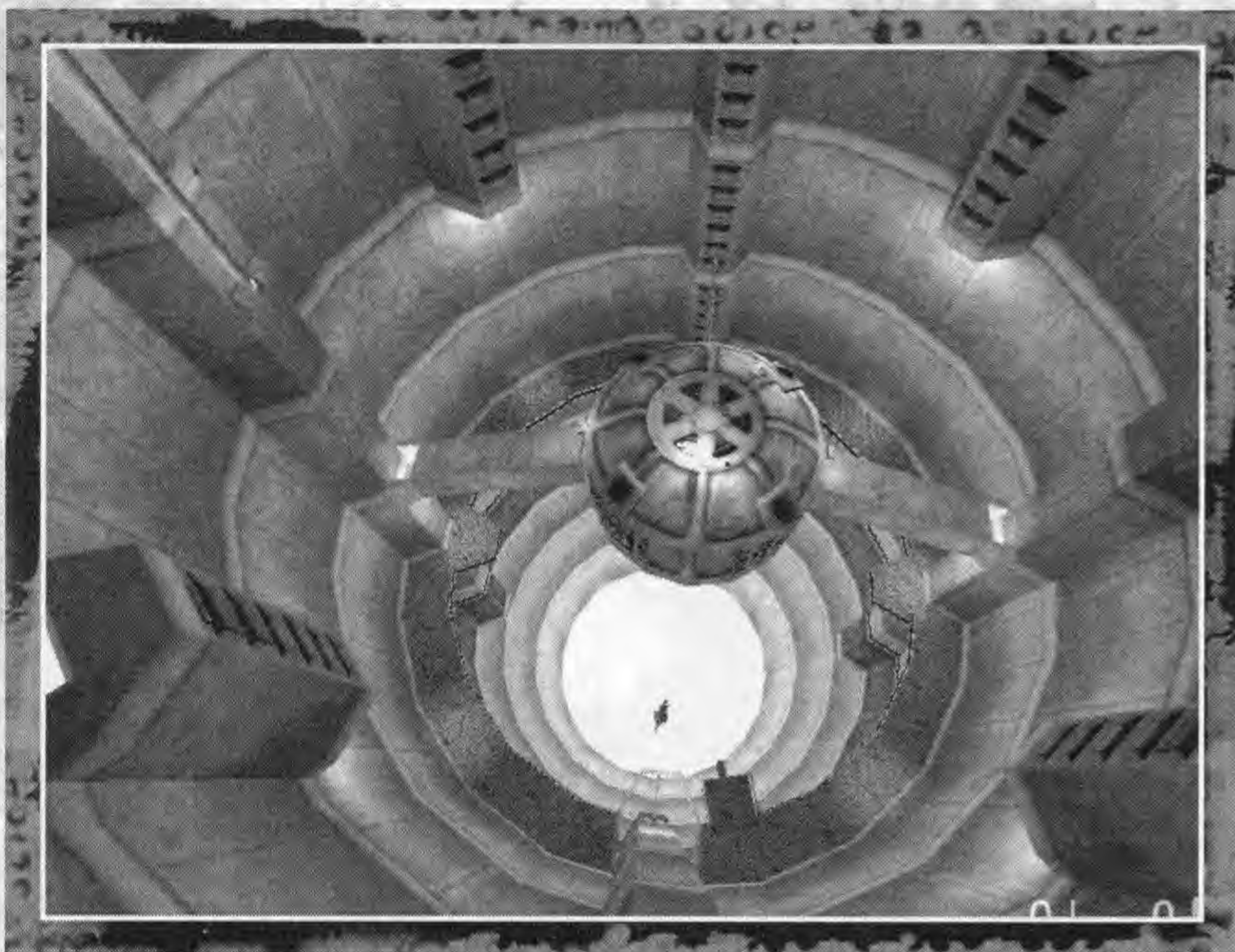
12. Walk out onto a mesh basket overlooking the core. Press a button, and the basket will whisk you to the other side. Climb a ladder to a catwalk.



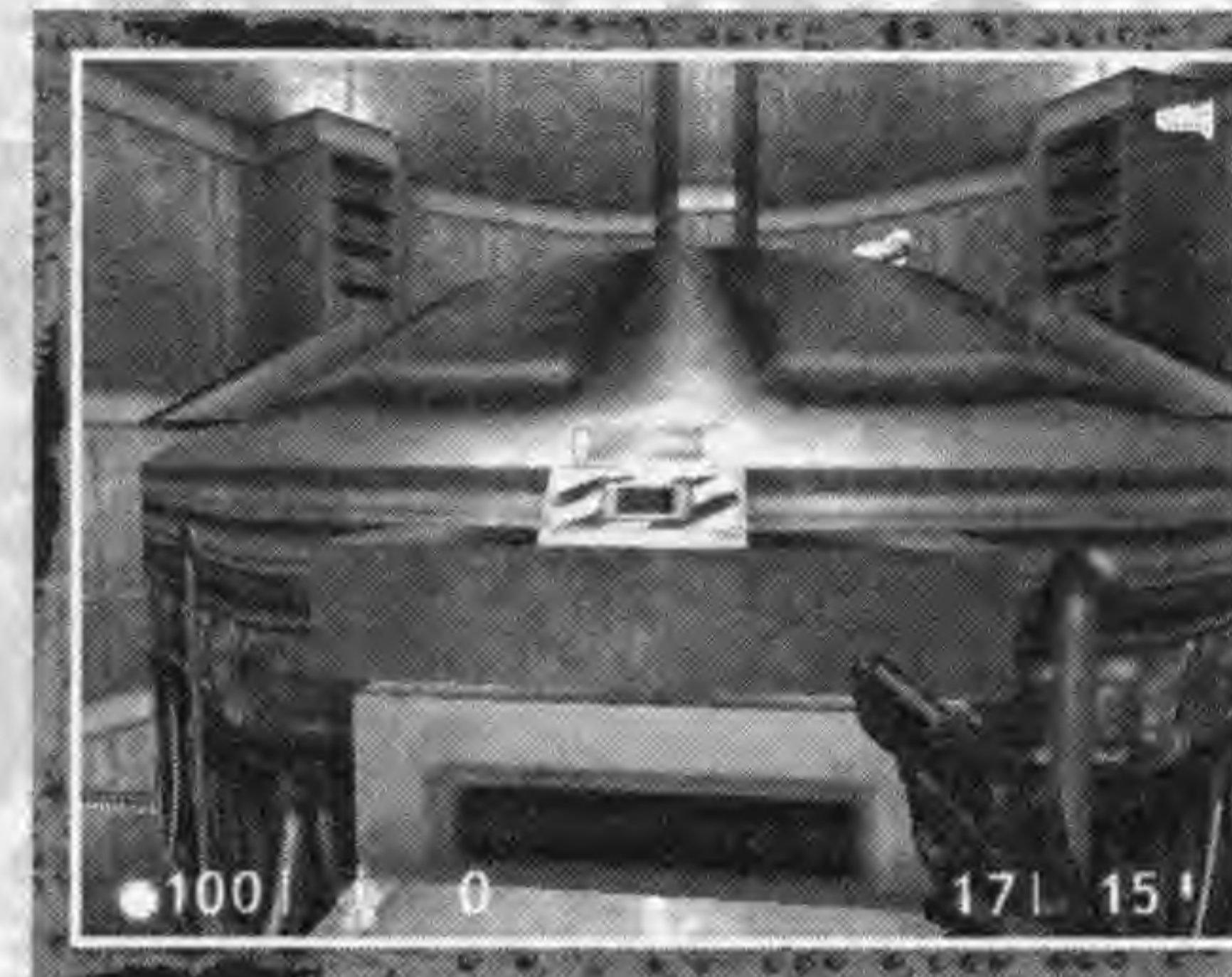
13. The haywire basket up here is like the one you just rode in, but it moves by itself and will squash you if it touches you. Walk around the catwalk to a ladder going up, careful not to let the basket hit you. Climb the ladder.



14. At the top, a beam leads to the center of the power core. Walk along the beam and press a button on the core itself. A red light comes on.



Map 5-16. Power core seen from above.



15. Jump-crouch onto the core and walk across it. Press an identical button on the other side. A second red light comes on. Immediately spin around and approach a ladder.



16. Make your way back to the room's entrance by descending a ladder and riding the basket. (Watch out for the haywire basket.) From there, return to the large shaft with the elevator you jumped out of.



17. Climb up the same ladder you climbed down originally.



If you follow the ladder all the way up and leap off, you'll take falling damage, because the top of the ladder is much higher than the floor.

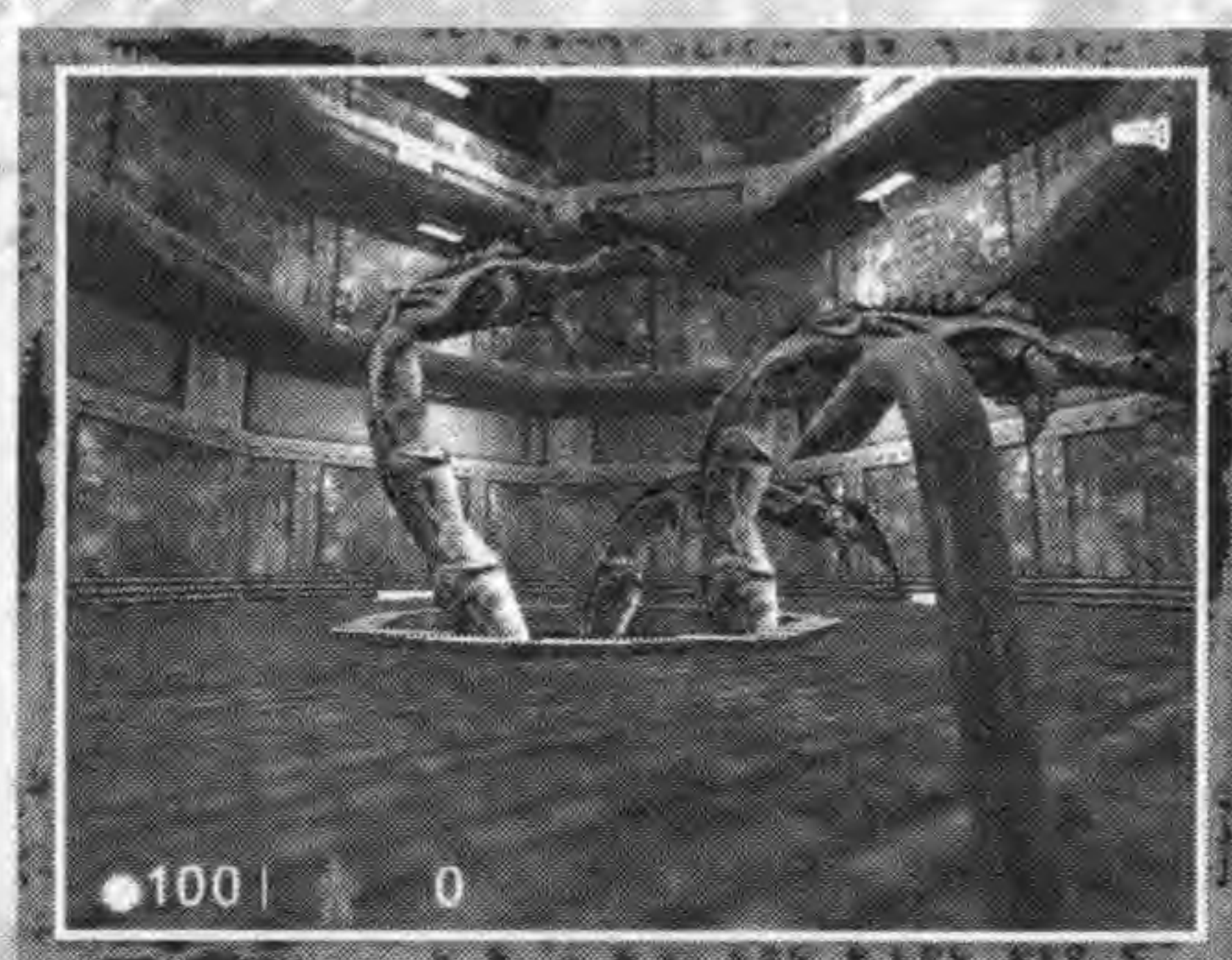
The solution: get off the ladder before you reach the top. An extremely narrow ledge lies to the right of the ladder, near the top. Get off on this ledge, and then jump from the ledge to safety. You'll take no damage.



18. Return to the room with the Tentacle. Along the way, you must use crates to bridge an electrified puddle, and jump across two sections of missing corridor.

Killing the Tentacle and Escaping the Silo

You've restored air, fuel, and power. Now you're ready to fry the Tentacle and get out of this place. Here's how.



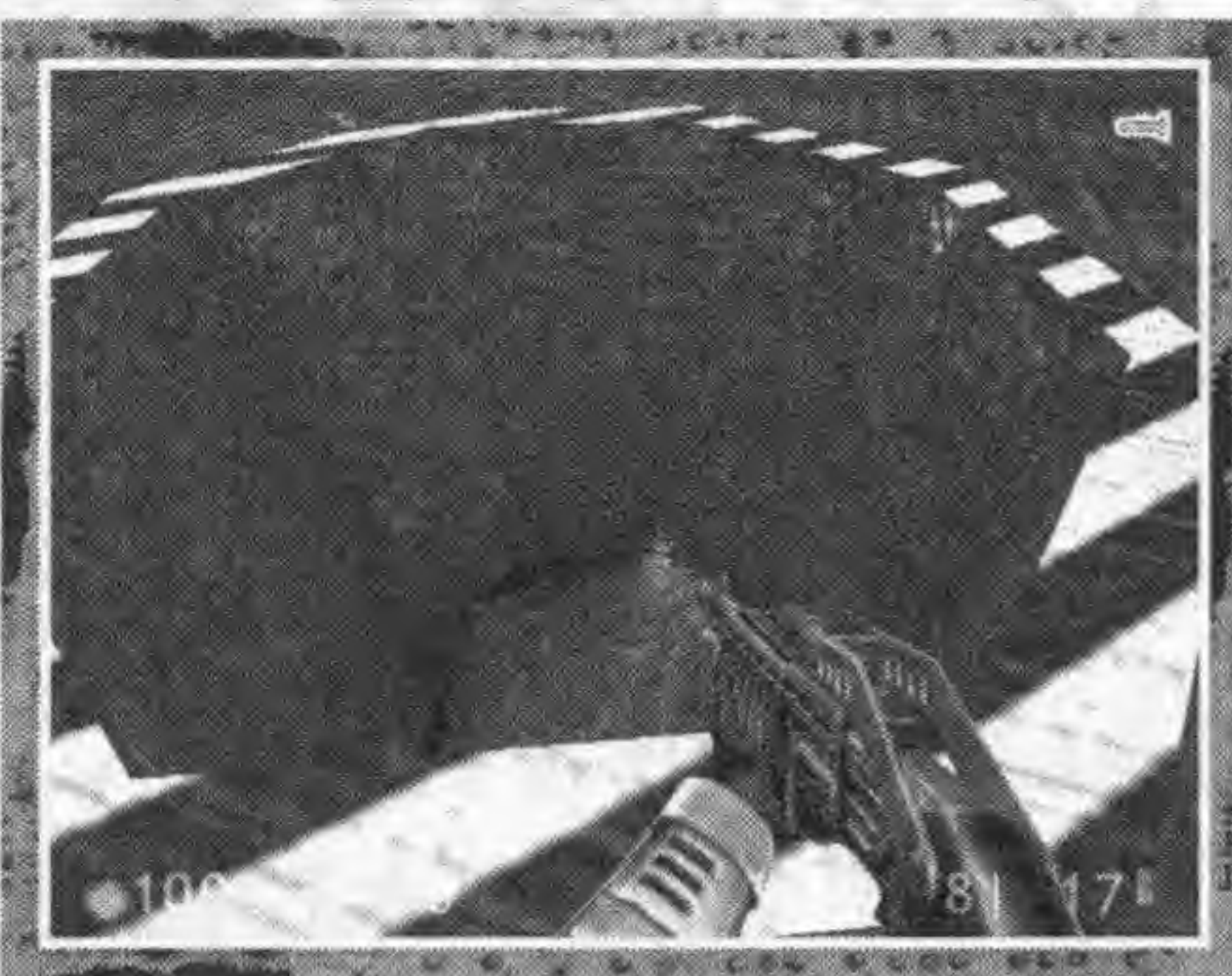
1. Climb all the way back to the top of the Tentacle room. Remember to crawl to cut down on noise, or you'll get smacked!



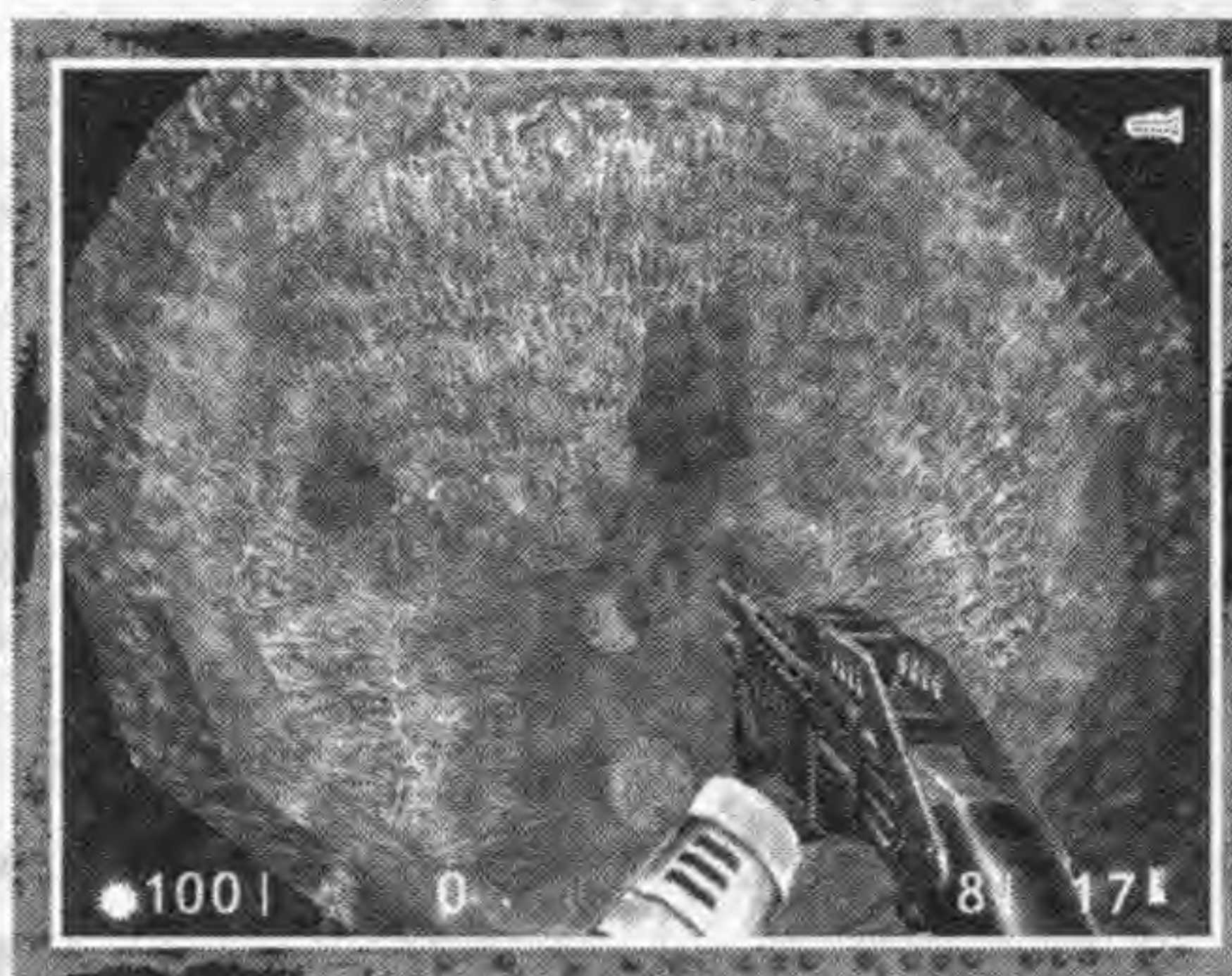
2. Return to the silo's control room. Note that the console's Oxygen, Fuel, and Power lights all glow now.



3. Press the red Test Fire button at the center of the console, and stand somewhat back from the window. Watch as the Tentacle is burned to a crisp.



4. Enter the room where the Tentacle used to be. Climb down to the bottom, and descend a ladder into the hole the Tentacle sprouted from.



5. Proceed along a series of nearly vertical tunnels. Eventually you'll fall into a pool of water. Make sure you hit the water when you land.



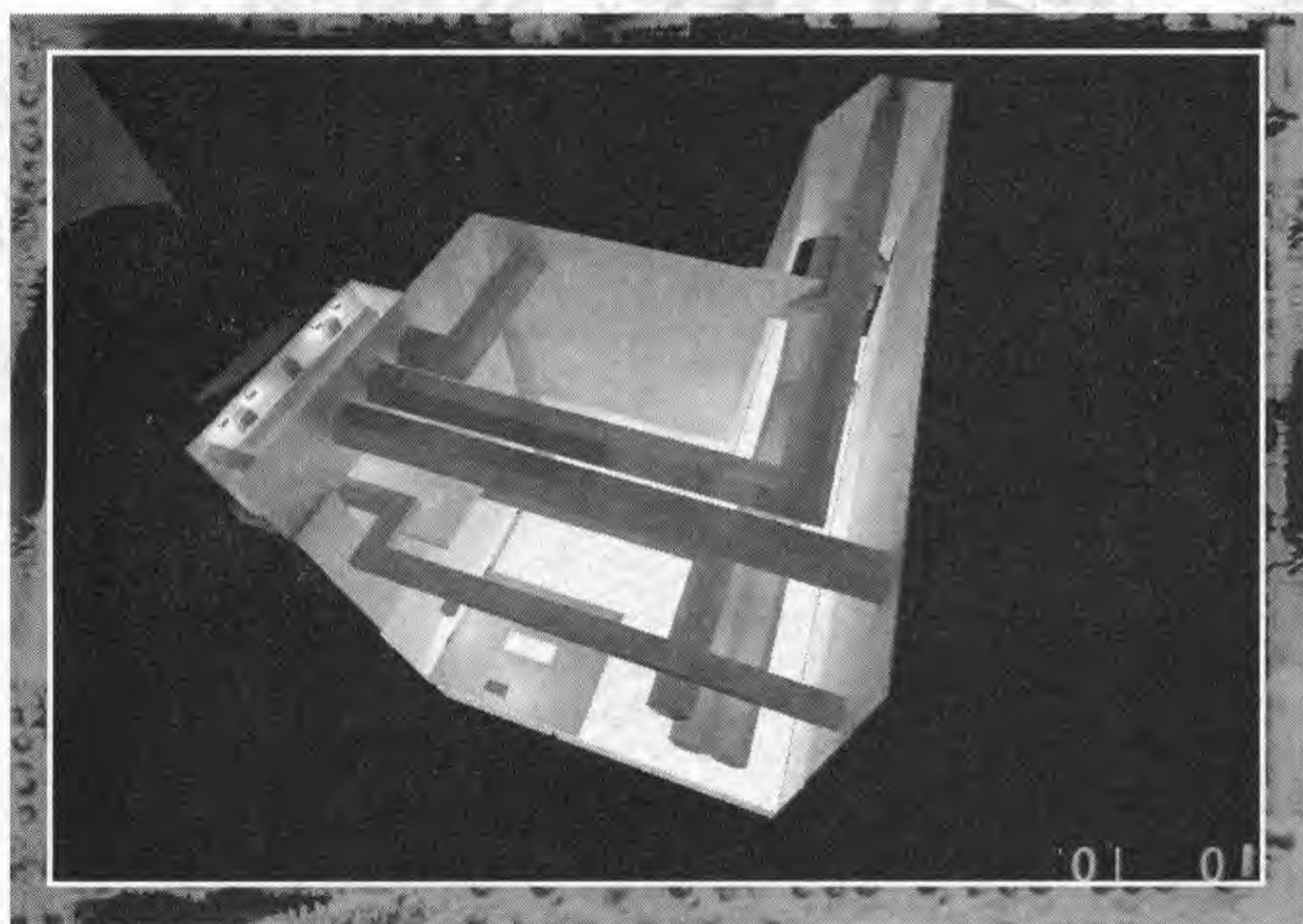
6. Swim to the surface and investigate. A .357 Magnum lies near a dead guard, and bullets are scattered on both sides of the room. Take this stuff, and then dive back into the water.



7. Swim straight down toward two circular openings, one partially blocked. Swim straight down through the clear opening. Swim up on the other side to surface near a platform overlooking a radioactive lake.



Navigating underwater is tough at first, so turn on your Flashlight and try to maintain a strong sense of where you're going. Don't worry though, this area is small enough that, even if you lose your way, you'll find the opening soon enough.



Map 5-17. Near the radioactive waterfalls; the entrance is to the left.



8. Descend the nearby ladder to a lower platform with First Aid and HEV stations. Return when you've powered up.



9. From the upper platform, walk along a big pipe that leads out across the radioactive lake. Drop from this pipe to a lower one, and follow it to a concrete wall. Then turn right and drop onto a third pipe.



10. Proceed to an even larger pipe with a valve wheel on it. Turn the valve wheel (hold it down for a while), and a section of pipe extends across a chasm. Walk through the newly made pipe bridge to a mesh-covered tunnel, and through a small hole in the mesh.



11. Crawl through the tunnel toward a rusty section. When you walk on this section it gives way and dumps you off, hurting you. (Try to land on the table below.) Immediately kill any Headcrabs you find here.



12. You're in a crate-filled room. Take the First Aid Kits from the floor and break every box. You'll collect more First Aid Kits, and some handy explosives.



13. When the room's empty, proceed through the only available corridor to the next level.

WALKTHROUGH, PART 3

THE NEXT FEW LEVELS ARE ROUGH BECAUSE OF THEIR COMPLEX ARCHITECTURE AND THE DEADLY FOES THEY CONTAIN. COMBAT INTENSITY RISES TO A NEW HIGH AS YOU PROCEED THROUGH THESE AREAS.

POWER UP

This level features a giant alien, Gargantua, that you can't kill by conventional means. You'll have to use a special trick to destroy it.

Getting Started

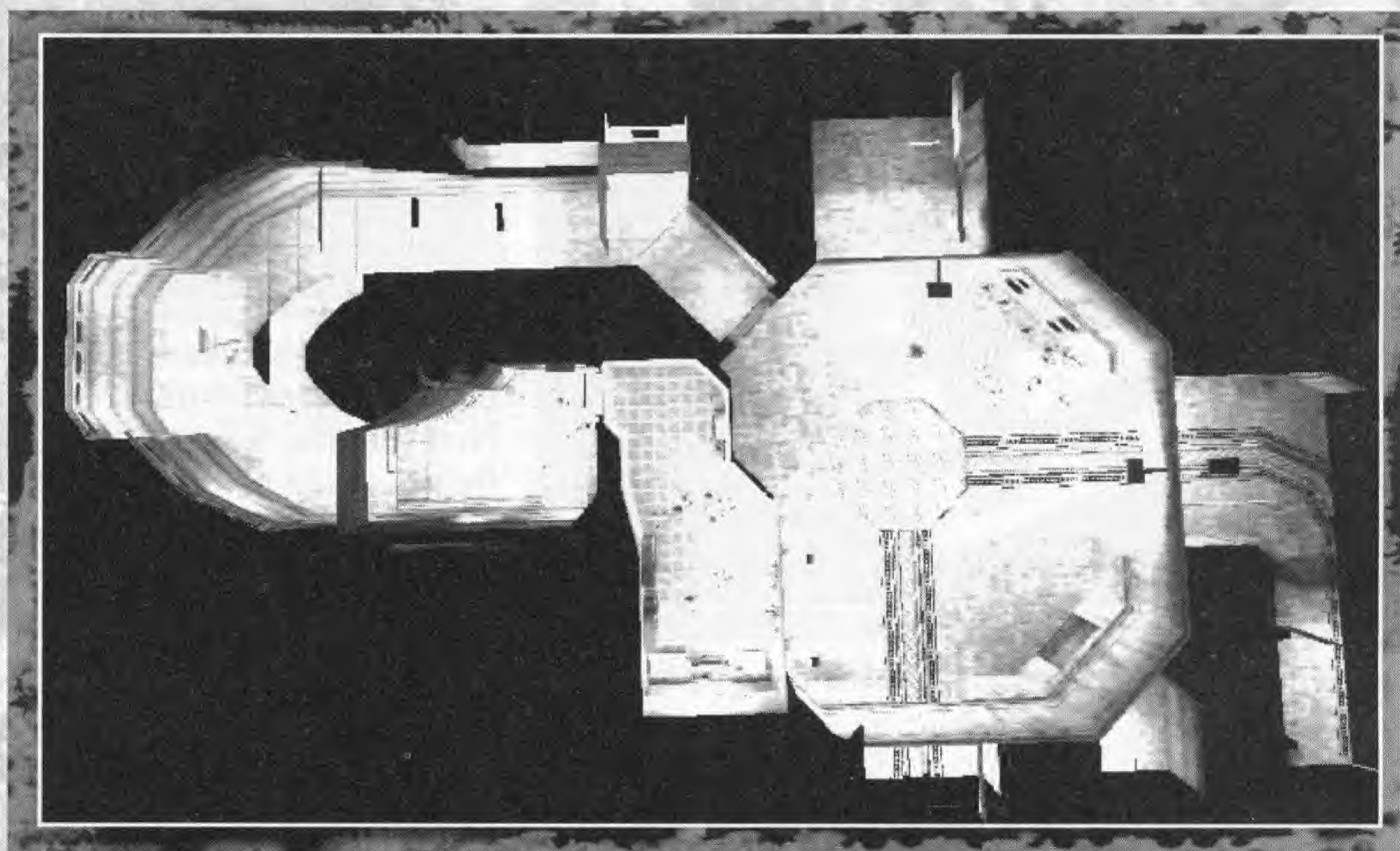
You'll meet Gargantua right at the outset, but you don't want to get *too* acquainted. Just sneak past and leave it alone for now.



1. Proceed into a huge room with several exits. As you enter, Gargantua emerges and kills some Grunts. While Gargantua's distracted, run into the passage just left of the one Gargantua came through.



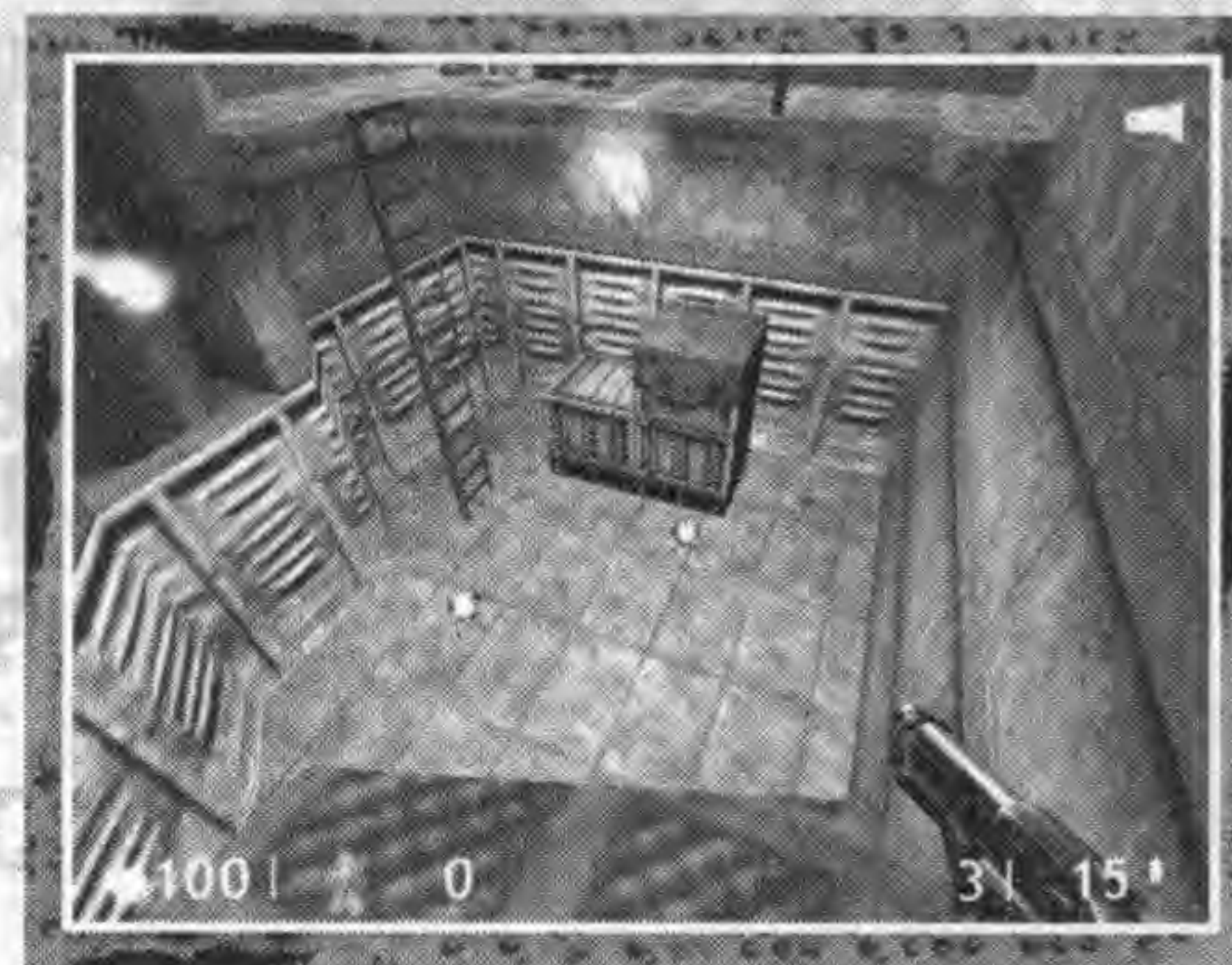
2. The corridor forks. Take a right. Kill two Vortigaunts; then return to the fork and take the other path.



Map 6-1. Early stages of Power Up (Gargantua room at right).



3. Go past a broken pipe sticking out of the floor, but be careful. Kill two Vortigaunts beyond the pipe.



4. A walkway crashes, leaving you with no choice but to jump down. (Shoot the Headcrabs on the lower level before jumping.)



5. Downstairs, destroy some crates for ammunition, and then climb a ladder to a boarded-up door labeled "Track Control." Destroy the boards with your Crowbar.



6. Beyond is a room with a dying Security Guard and a big switch lever. Listen to the dying Guard, but don't throw the switch yet. Just note the room's location.

Starting the Engine

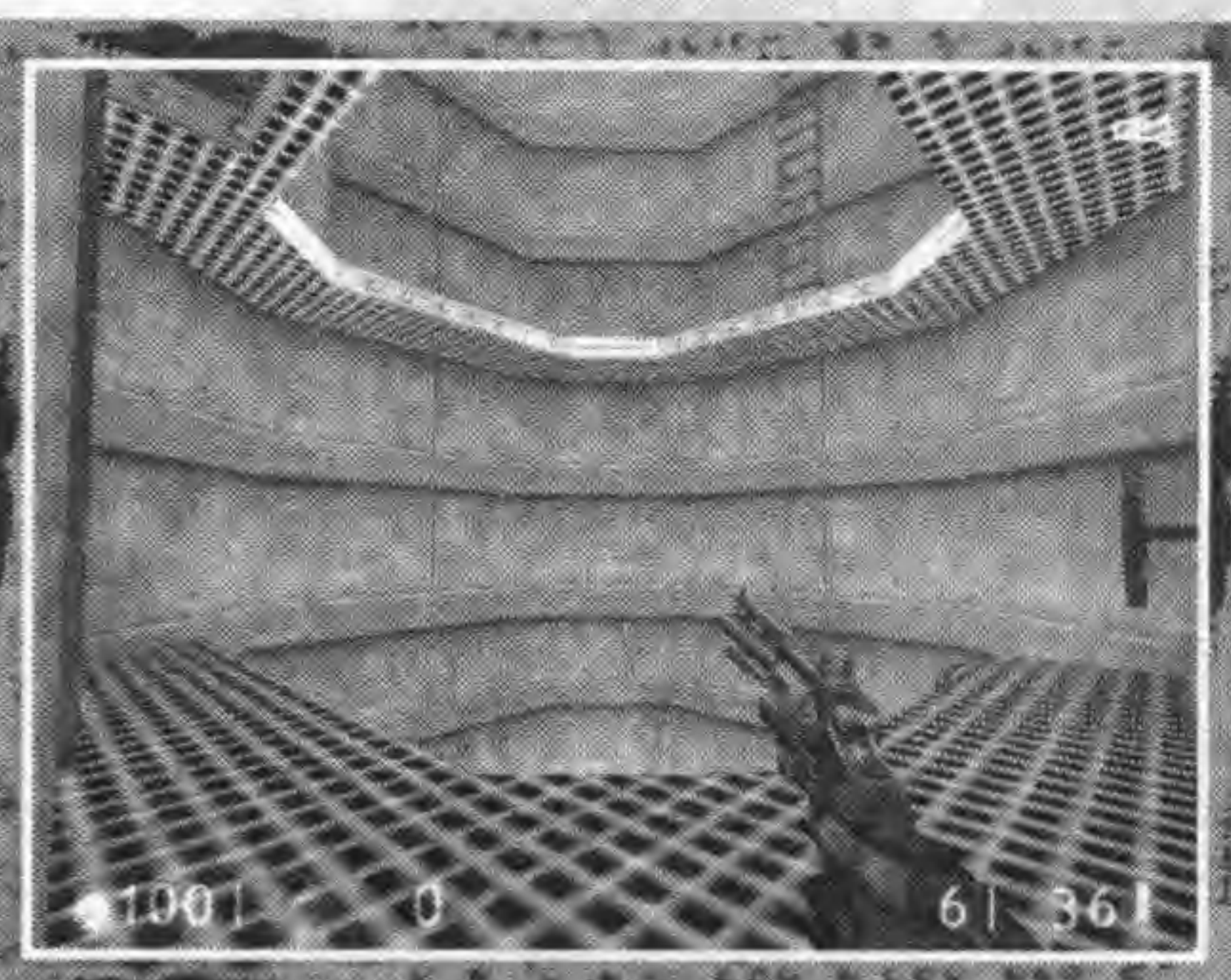
The dying Security Guard makes it clear what you must do. It's time to restore power to the rail system in this area.



1. Return through the door where you entered. Descend the ladder to the lower level, and take the corridor.



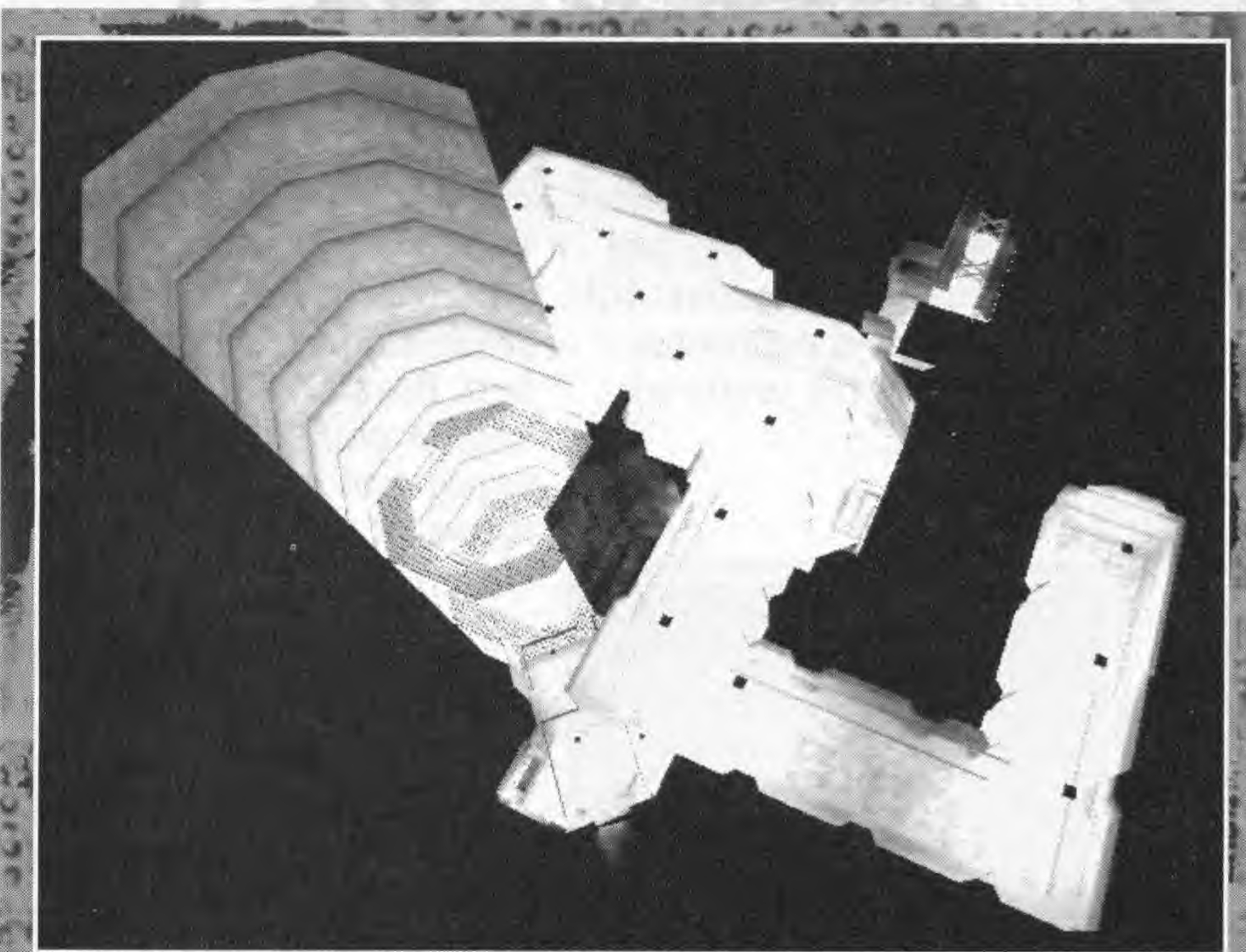
2. You'll encounter several more Headcrabs and Vortigaunts along the way, and then a room with Vortigaunts and explosive barrels. Kill all enemies, and avoid those barrels!



3. The corridor ends in a door. Open it by turning a valve wheel, and walk into the new area—a vertical shaft with toxic goo at the bottom. Equip your .357 Magnum.



4. Climb a ladder to the shaft's second level. Immediately turn around and look up. Shoot a Grunt on a higher level. Then collect some ammo from a small room nearby.



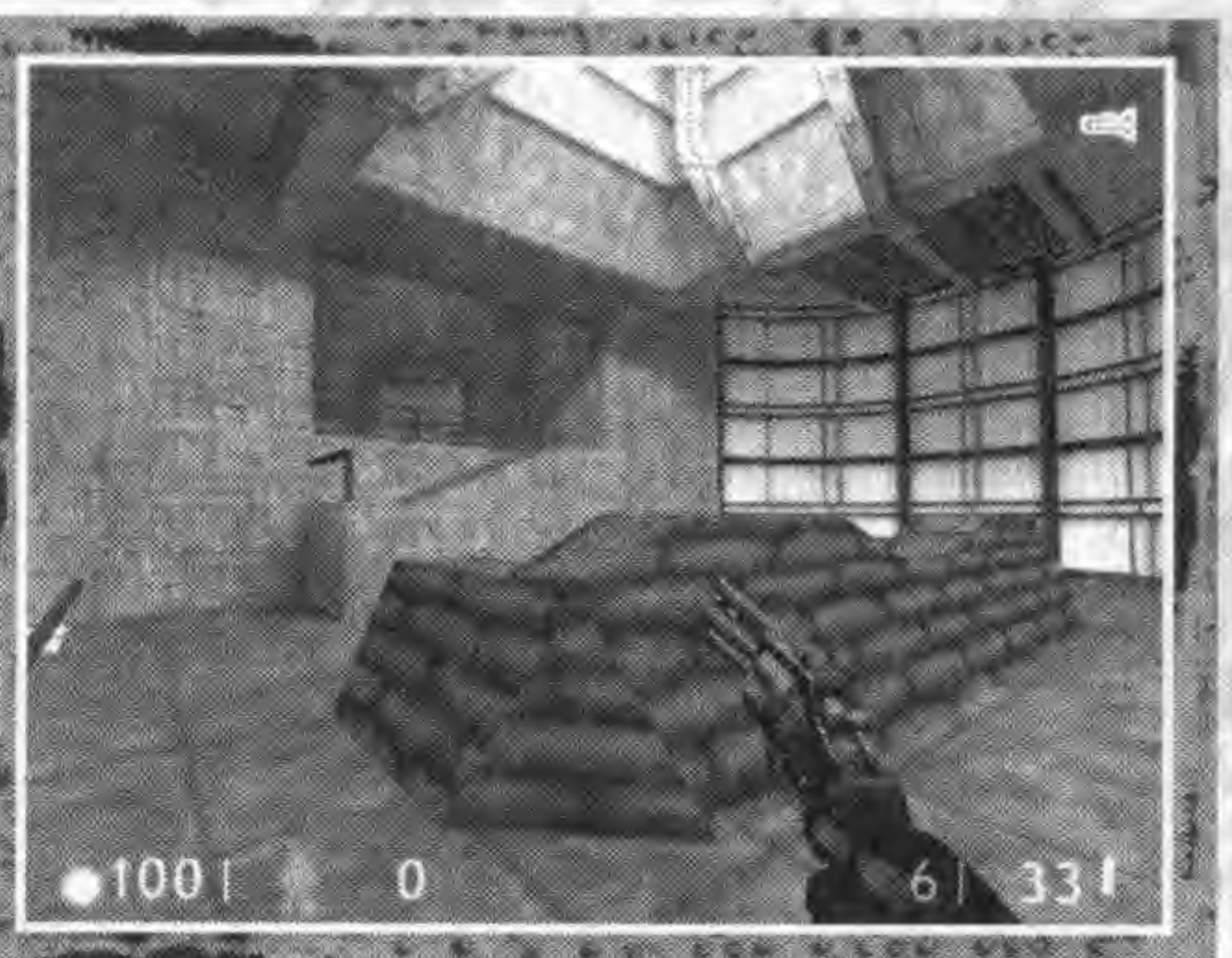
Map 6-2. Vertical shaft and Grunt bunker.



5. Climb a second ladder to the top of the shaft and *slowly* go through a doorway. You're now in a small bunker. Kill the Tripod-Mounted Chaingun and the lone Grunt in here, and then smash boxes to collect gear.



6. Follow the corridor. You'll find a large room with two small balconies and some Grunts at the far end. Fire a shot into a pile of explosive crates to kill several Grunts.



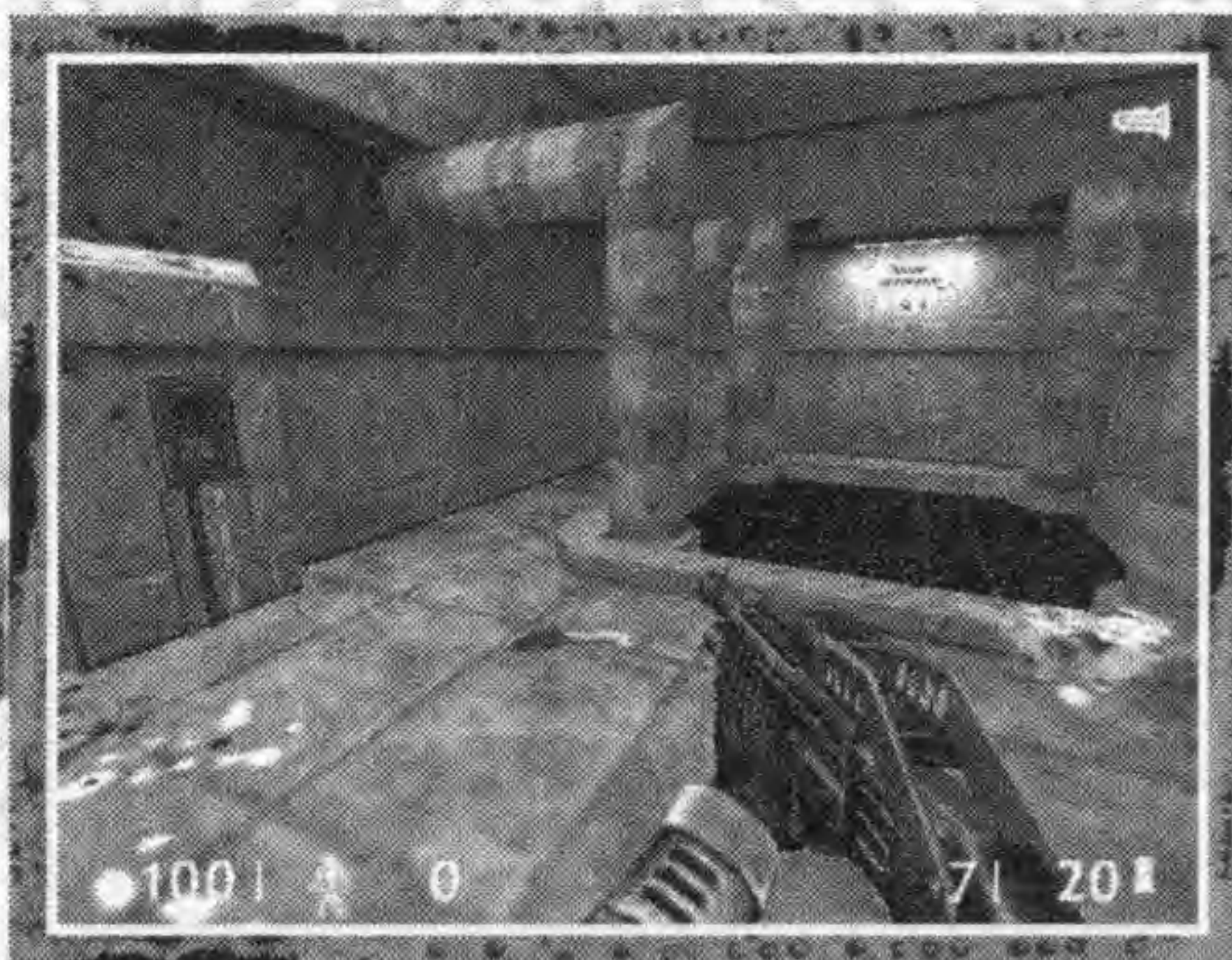
7. Kill any remaining Grunts, and then enter the large room. Note the ramp leading down to Grenades and a First Aid Station. Slowly approach the other end of the room, killing newcomers. (The .357 Magnum is recommended.)



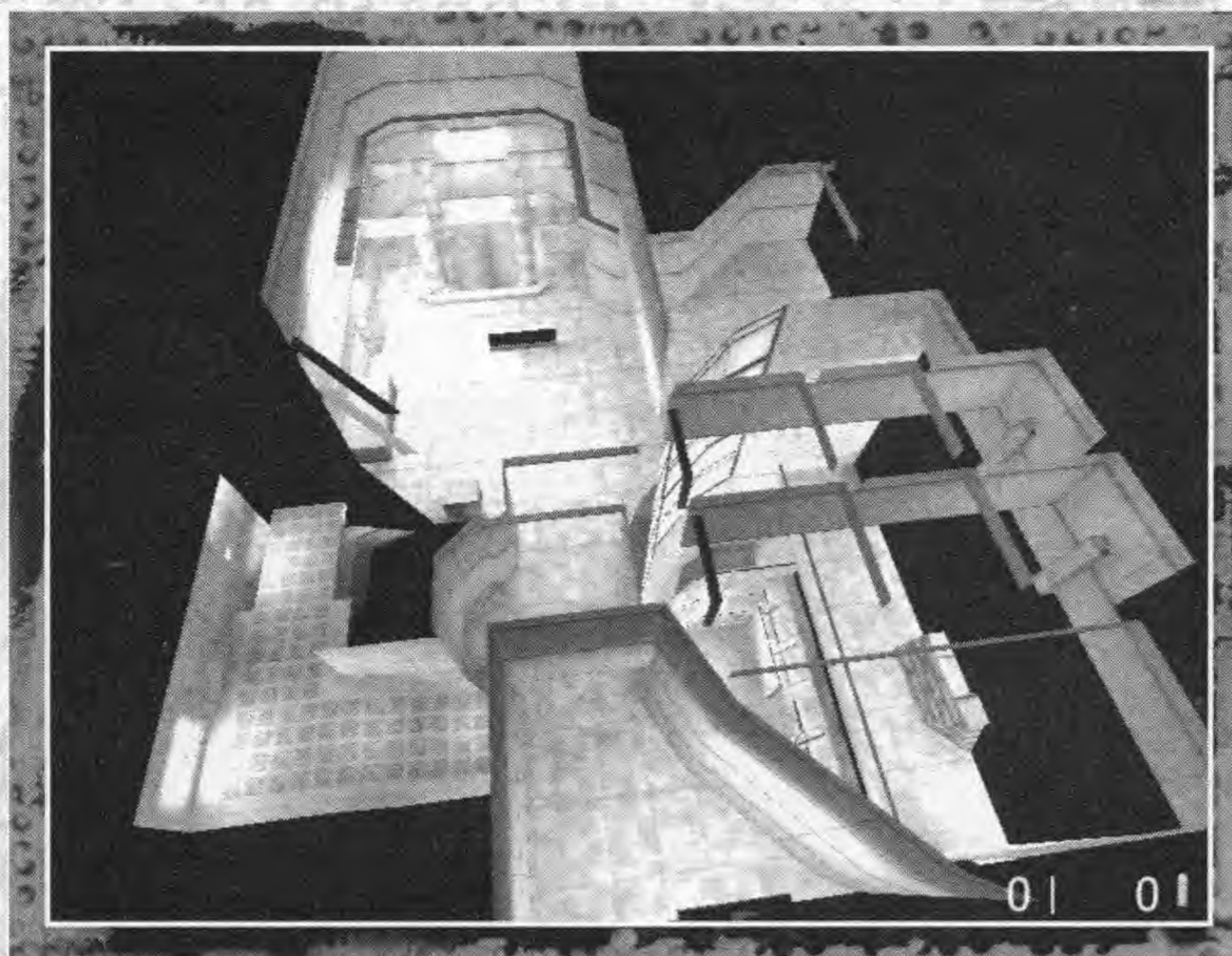
8. Go up the nearby ramp to a T-junction. Kill Grunts and take a right. This corridor dead-ends, but there's gear if you break boxes along the way.



Note the locations of useful items you can't pick up (such as First Aid Kits). You'll return here later, and might need them.



9. Return to the T-junction and take the other path. Break boxes and look for a lift.



Map 6-3. Lift leading down to basement.



10. Activate the lift. Don't get on; just watch it drop. Drop a Grenade down after it hits the bottom. This destroys some Laser Mines planted downstairs.



11. Summon the lift and ride down. Kill any Houndeyes that bother you, and advance along the corridor.



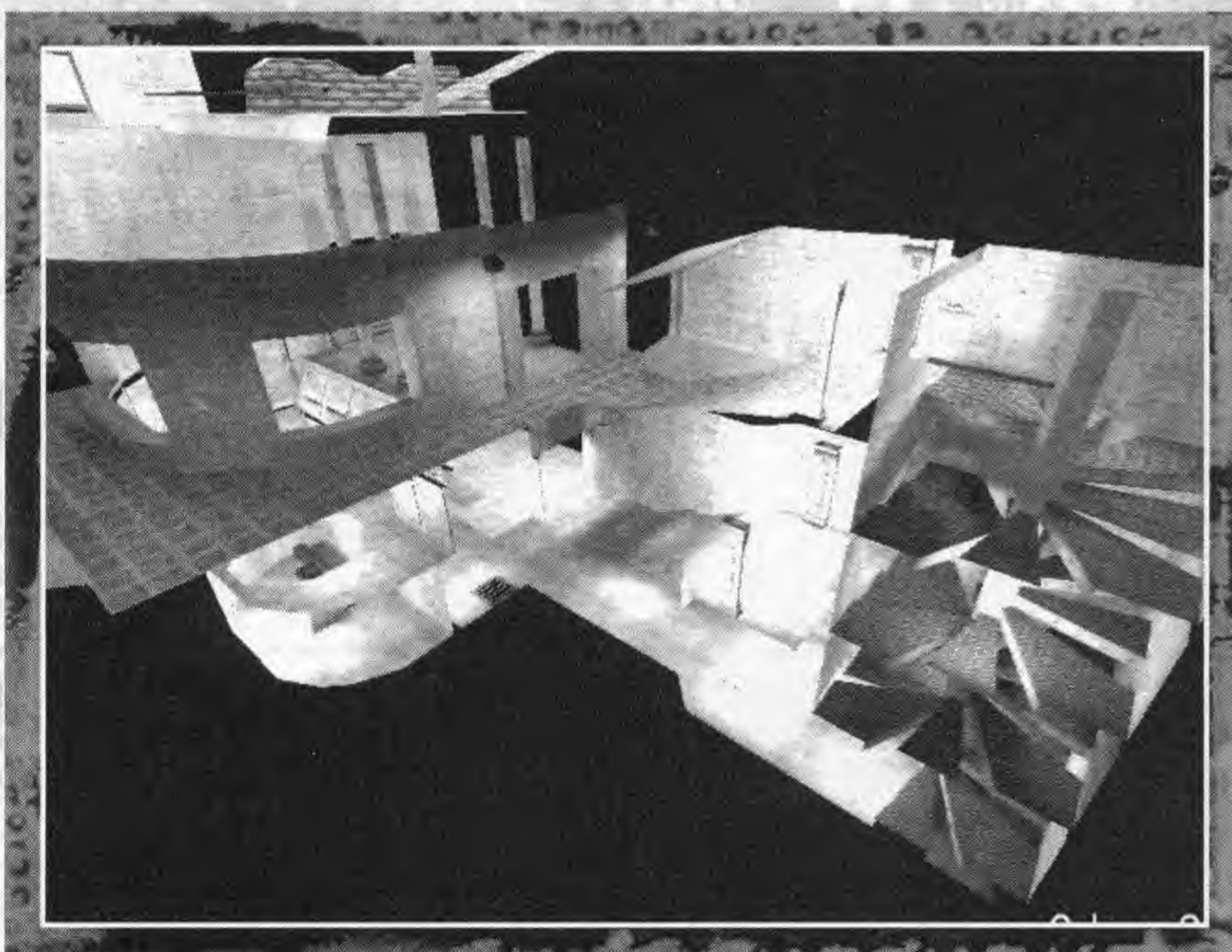
12. Find a large gallery overlooking an engine room. Kill Houndeyes and take a left. A staircase spirals down to the engine room. Take it *all* the way down, not halfway.



13. Equip your Crowbar and wade through the water. Kill a Mawman and numerous Hagworms in the water as you proceed.



14. You'll find an engine down here. It's stalled because boxes are jammed in it. Break the boxes; the engine will start, and the water will drain slowly from the room.



Map 6-4. Lower levels connected by spiral staircase (at right).



15. Go back up the spiral staircase, but just halfway. Find a console labeled "Power Generator," with buttons on both sides. Press the button on the left to restore power to the engine. It hums to life, and a sign above the console now reads "On."



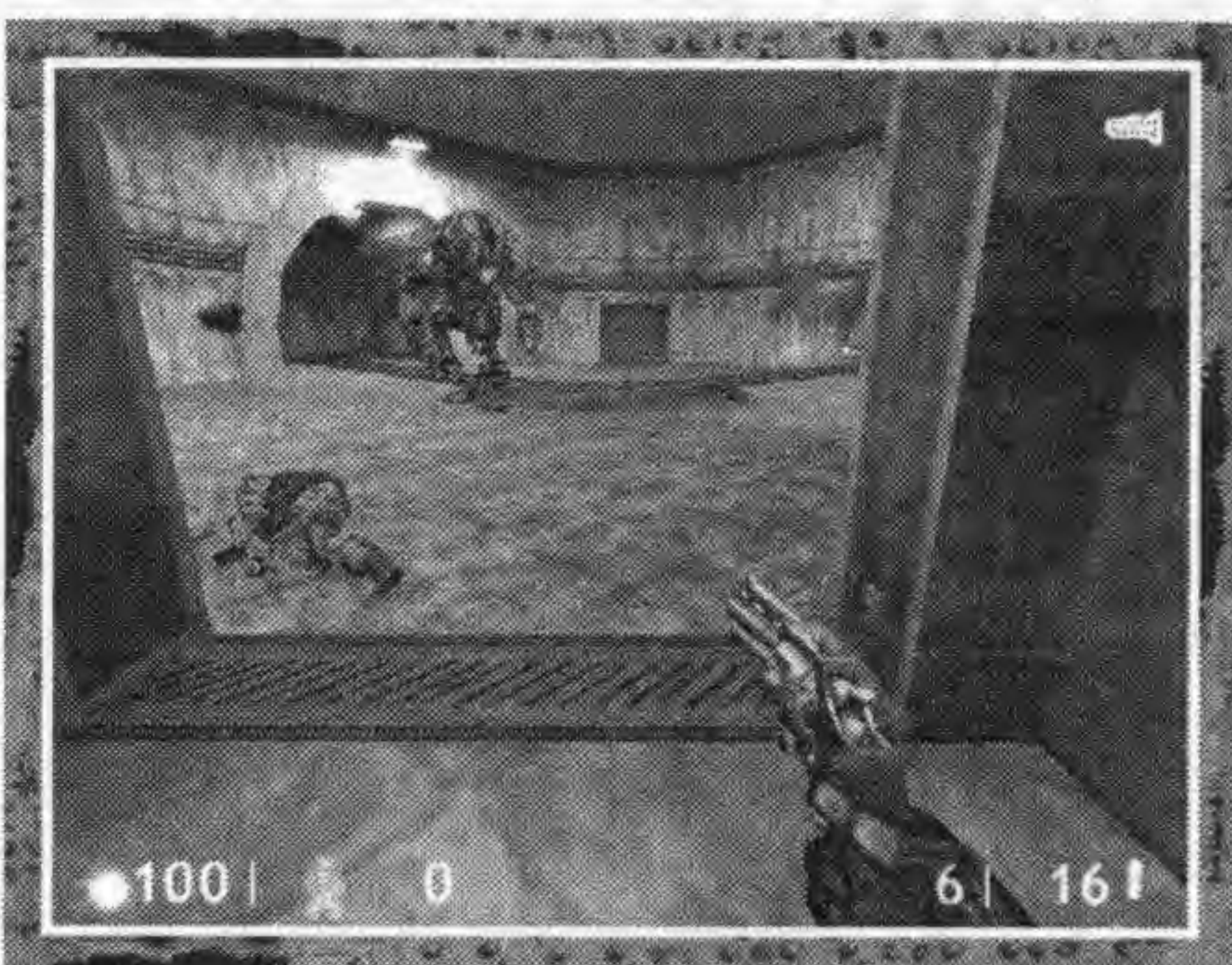
Now that power is restored, be careful exiting this area. Two transformer boxes spit energy beams. Watch for the beams, and time your exit so you don't get fried.



16. Return to the spiral staircase and climb it to the top. Backtrack to the big lift. As you approach the big lift, a pair of Grunts descends in it. Kill them.



17. Ride the lift up. Kill a Grunt at the top, and another waiting nearby.



18. Backtrack all the way to the big room with Gargantua, watching for a Vortigaunt—but don't enter yet.

Killing Gargantua and Escaping

Now that you've turned the engine back on, you must deal with Gargantua. Here's how to kill it and escape.



1. Save the game and run into the big room with Gargantua. Look for the two largest exits—only two are large enough for Gargantua to get through. Take the left-most of these.



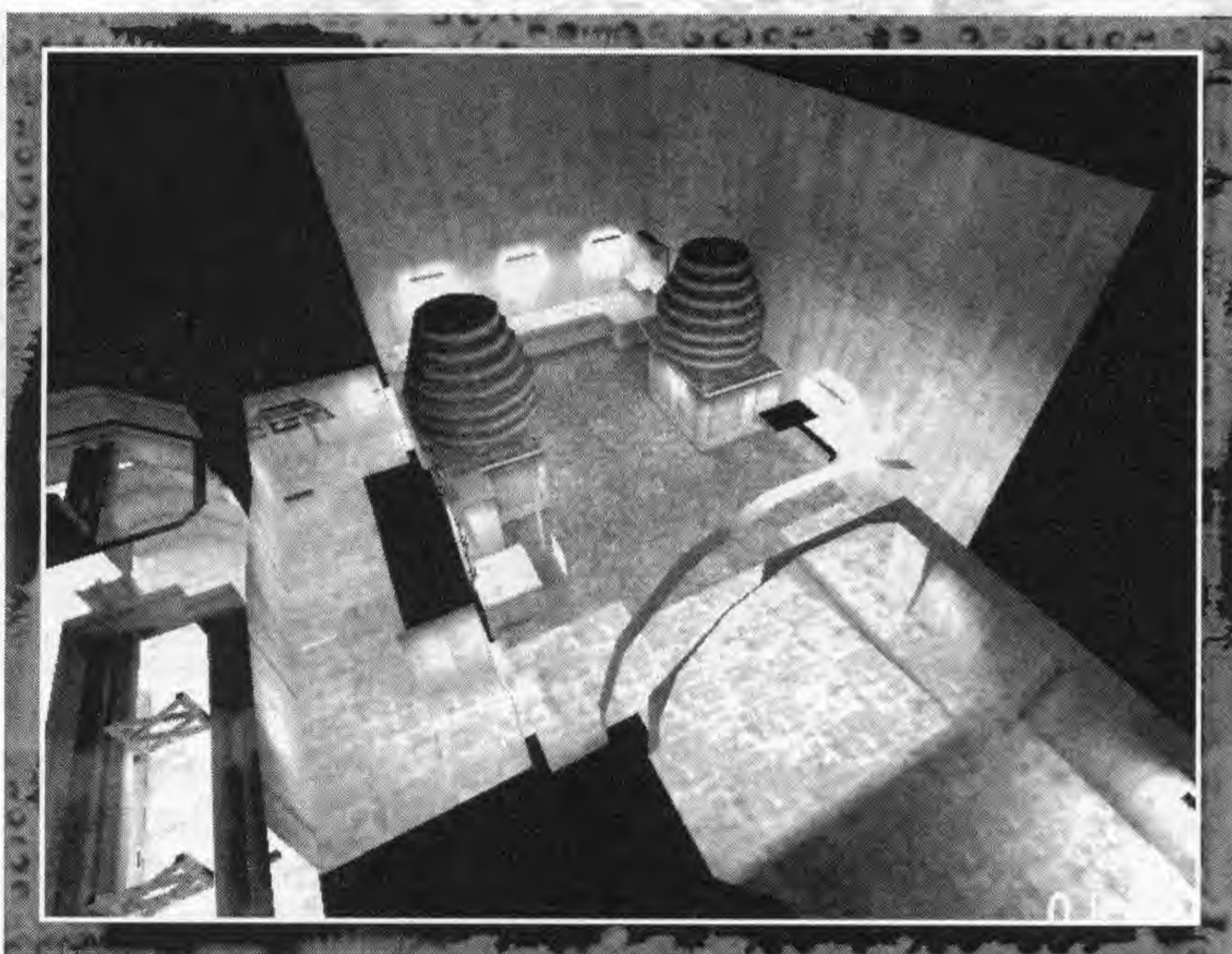
Don't try to fight Gargantua. Just run as fast as you can, and avoid getting blasted. Gargantua will chase you, but probably not to the end of the corridor.



2. Run down the large corridor. You'll enter a big room. Run to the end of this room, go up a ramp, and throw a lever at the top. The lever activates a pair of huge Tesla coils in the middle of the room.



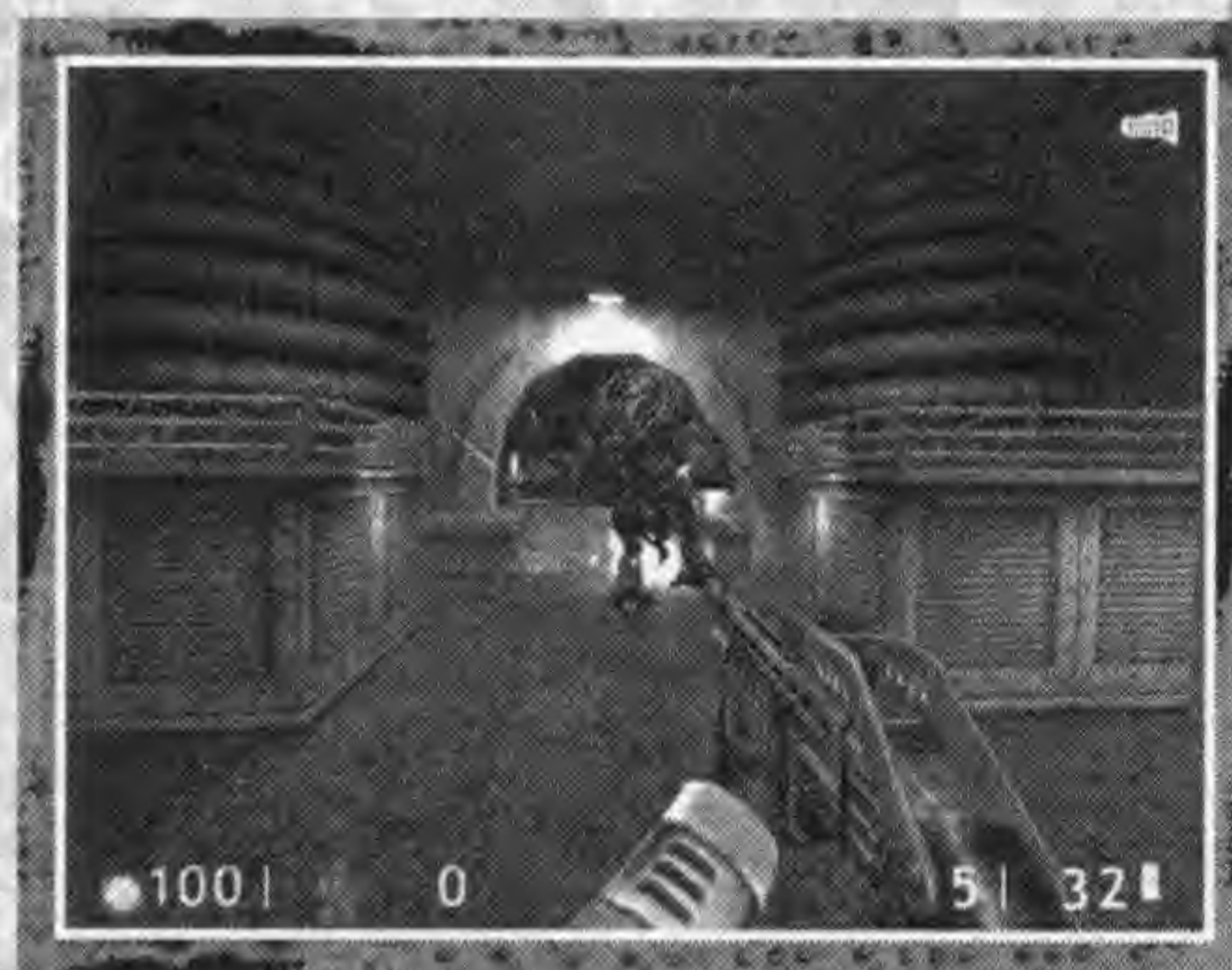
If Gargantua followed you all the way in here, the Tesla coils fry it instantly.



Map 6-5. Tesla coil room.



3. Don't approach the active Tesla coils. Instead, take a small side door. It leads back to the other side of the coils.



4. If Gargantua is dead, skip to Step 5. Otherwise, run back toward Gargantua. Fire at it and retreat; it'll chase you. Duck into the side door, and follow the tunnel to the other side of the Tesla coils. The Tesla coils are now between you and Gargantua. Gargantua approaches you, but the Tesla coils kill it.



5. Return to the big room Gargantua used to occupy. (But don't go between those Tesla coils!)



Don't step on the rails in the big room. Now that the power's back on, they're electrified and dangerous. Jump over if you must cross them.



6. There's a rail cart in a corner of this big room. Get on, activate its control panel, and drive forward onto a circular switch plate at the center of the room.



7. Go back to the Track Control room (the one where you saw the dying Security Guard and the big switch lever). Throw the lever; the rail cart spins until it's lined up with a new set of tracks.



ON A RAIL

The next level is extremely difficult. The combat is tough, and the rail tunnels are easy to get lost in. Follow the walkthrough carefully.

Early Exploration

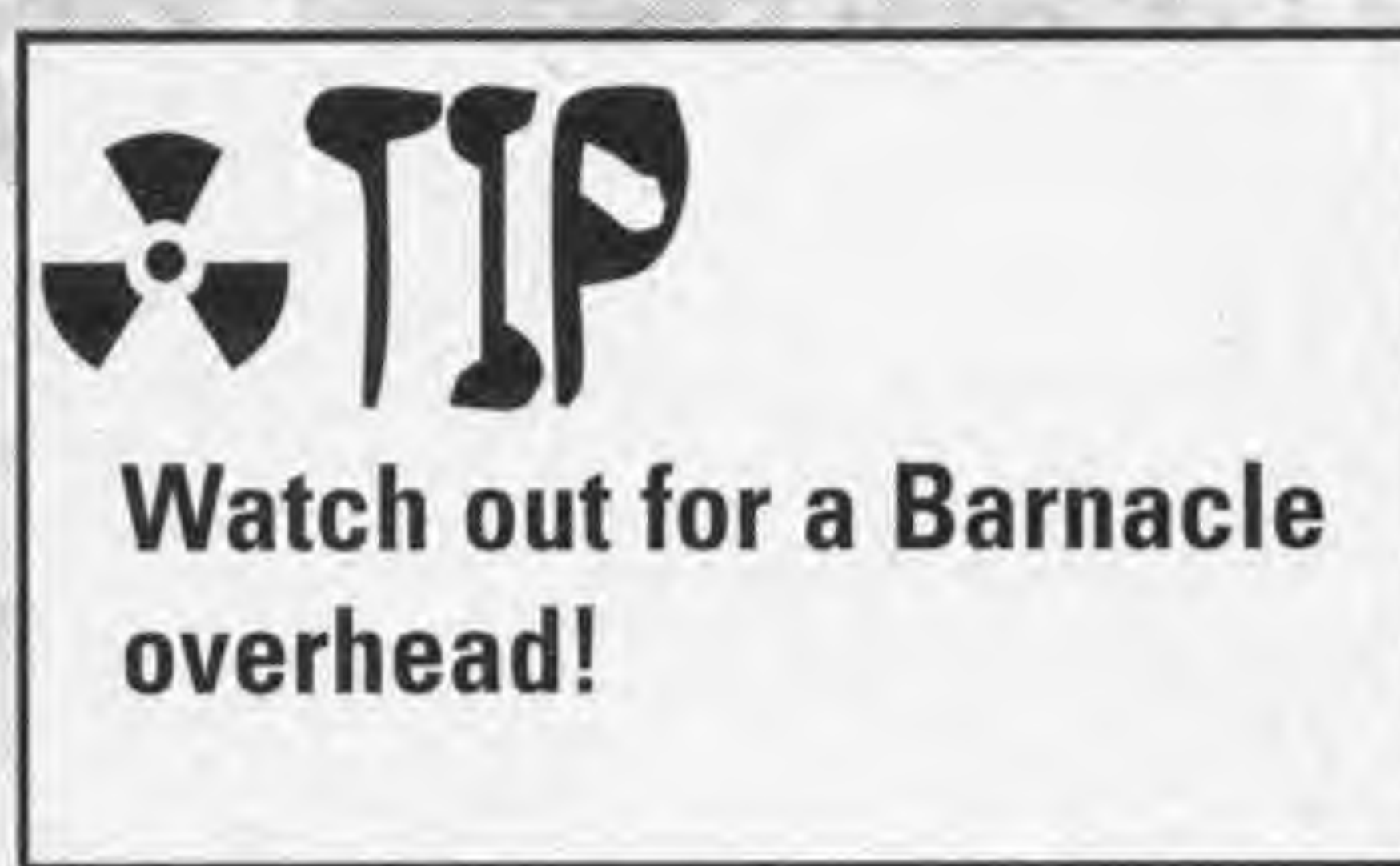
The first part of this level is dangerous on foot, so remain on your cart for any travel that takes you along the rails.

If, for some reason, you must walk along the rails, always remember that the middle is the electrified part. Walk along the edges to avoid a shock.

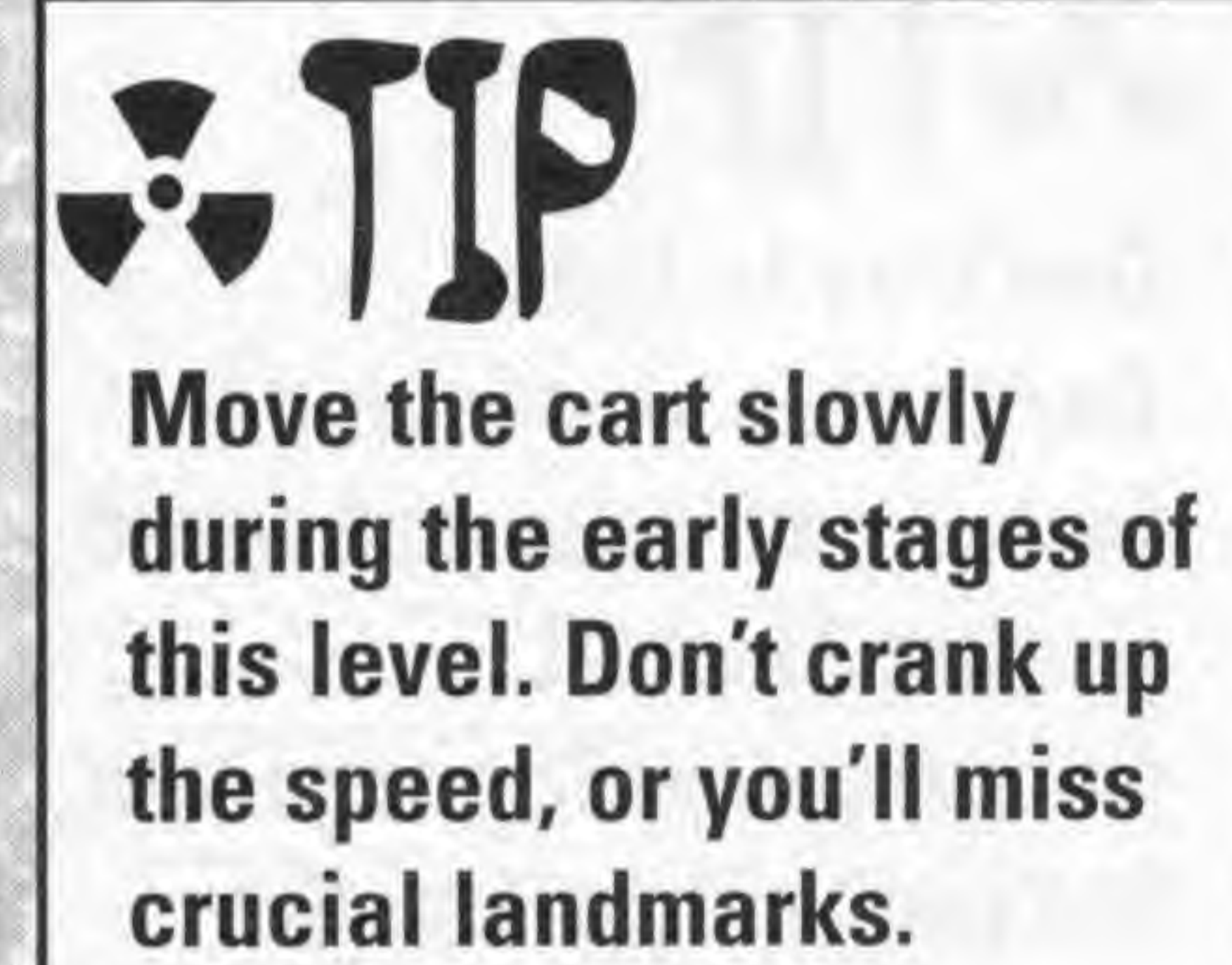
8. Get back on the rail cart and turn it on again. Crank it up to maximum speed. Hold steady as it smashes through a barricade into new territory.



1. Your rail cart hits a barricade where a Security Guard stands. Get off and press a wall lever to raise the barricade. Get back on the cart and send it forward.



2. The cart lowers to a new area. Start it up again and slowly ride it through a watery section of track.



3. The cart passes over some wooden planks. One has a Battery sitting on it. You can stop and pick up the Battery, or just keep moving.



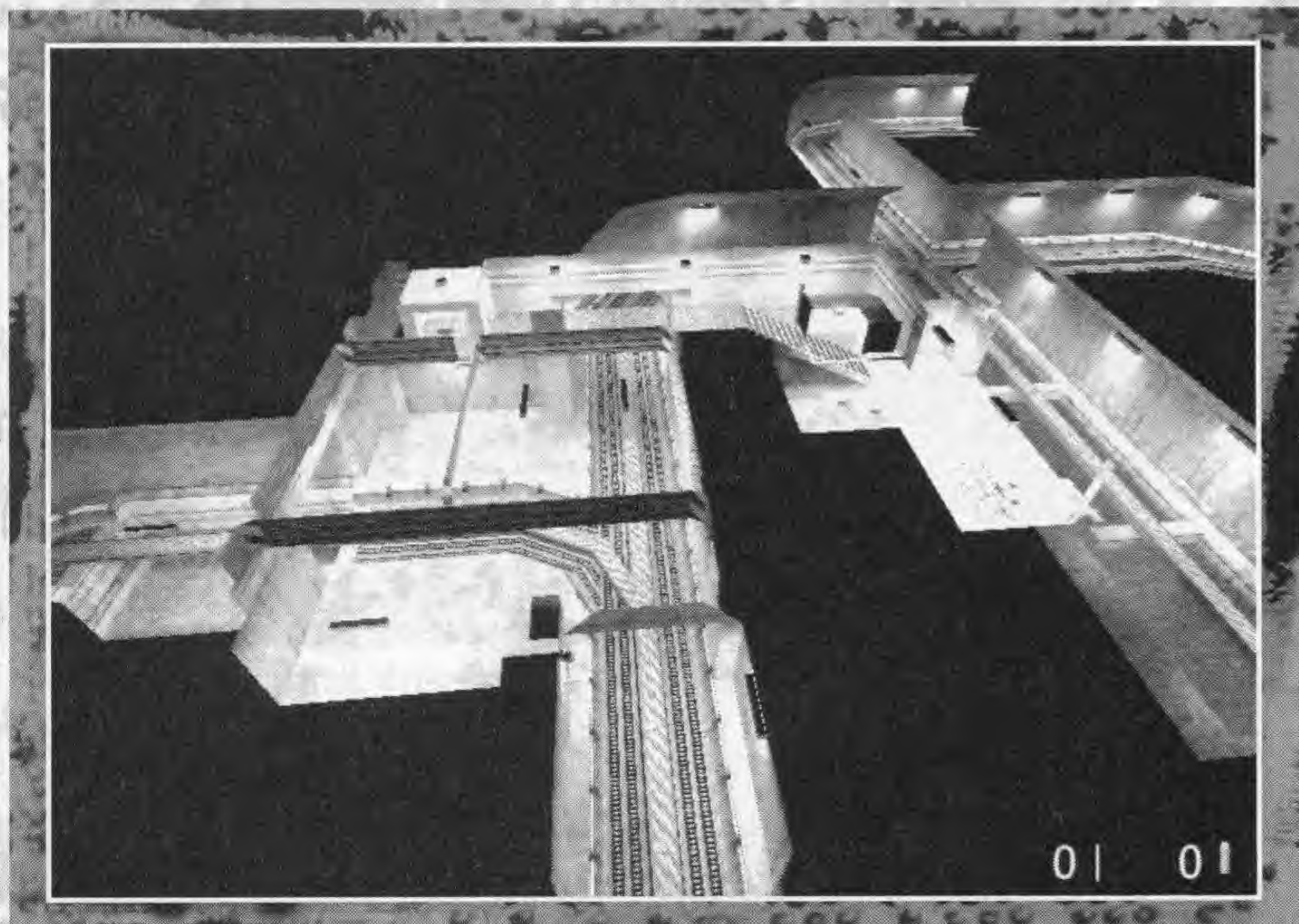
4. At a fork in the tracks, you can stop the cart, go on foot down the left fork to collect ammo, and then get back on.



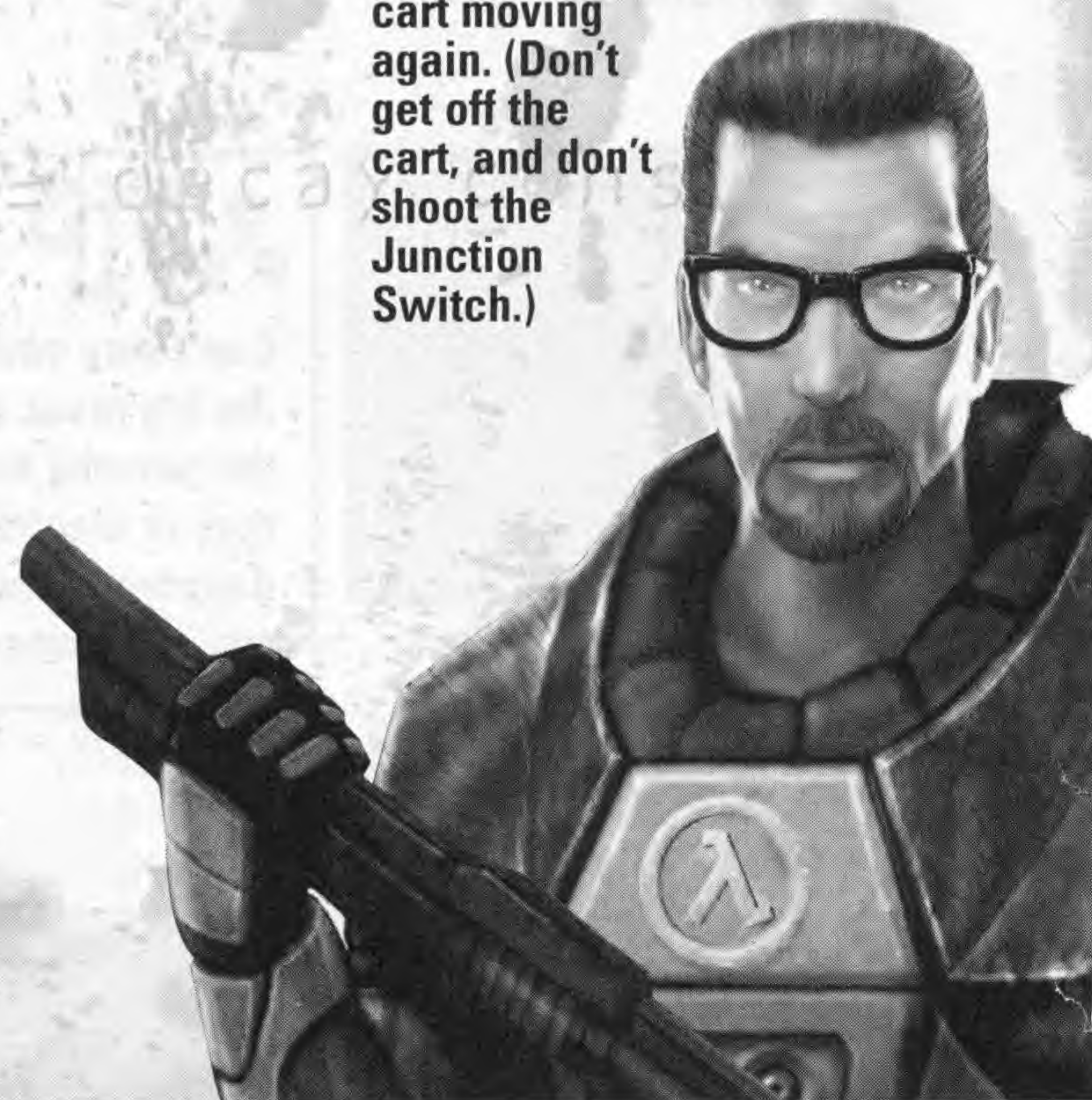
5. Dodge or duck as the cart passes a dangerous wire hanging overhead.



6. An open area to the left holds three Houndeyes and a Bullsquid. Stop the cart from time to time to gun them down. When all the creatures are dead, get the cart moving again. (Don't get off the cart, and don't shoot the Junction Switch.)



Map 6-6. Junction with Houndeyes and Bullsquid.





7. As you approach a rail junction, you'll spot a Junction Switch on your right. Stop before the junction and shoot the switch once. The arrow pointing right swings away, replaced by an arrow pointing straight ahead.



8. Start the cart again and get moving. It'll go straight through the junction instead of turning right, thanks to the switch you just shot.



9. You pass an area with a Bullsquid on a platform to your right. Kill the Bullsquid and collect a First Aid Kit nearby, or drive right on past it.



10. Just beyond the Bullsquid, shoot a Barnacle on the ceiling over the track. You also can stop here and destroy two crates on your left for a Battery and Grenades.



11. Next, your cart approaches an open area on the right. A lone Bullsquid stands over a dead Grunt, near a short staircase. Stop the cart. Kill the Bullsquid and a Headcrab. (You'll find some Grenades hidden under the stairs.)



12. Upstairs, break a box and destroy the Tripod-Mounted Chaingun located behind it. Then flip a red lever. This moves a hanging hook out of the way of a section of track.



13. Return to your cart and get moving again.



14. After passing under a dangerous wire, you approach another Junction Switch. Shoot it to point the arrow left.



15. Restart the cart and start moving slowly. Equip your .357 Magnum.



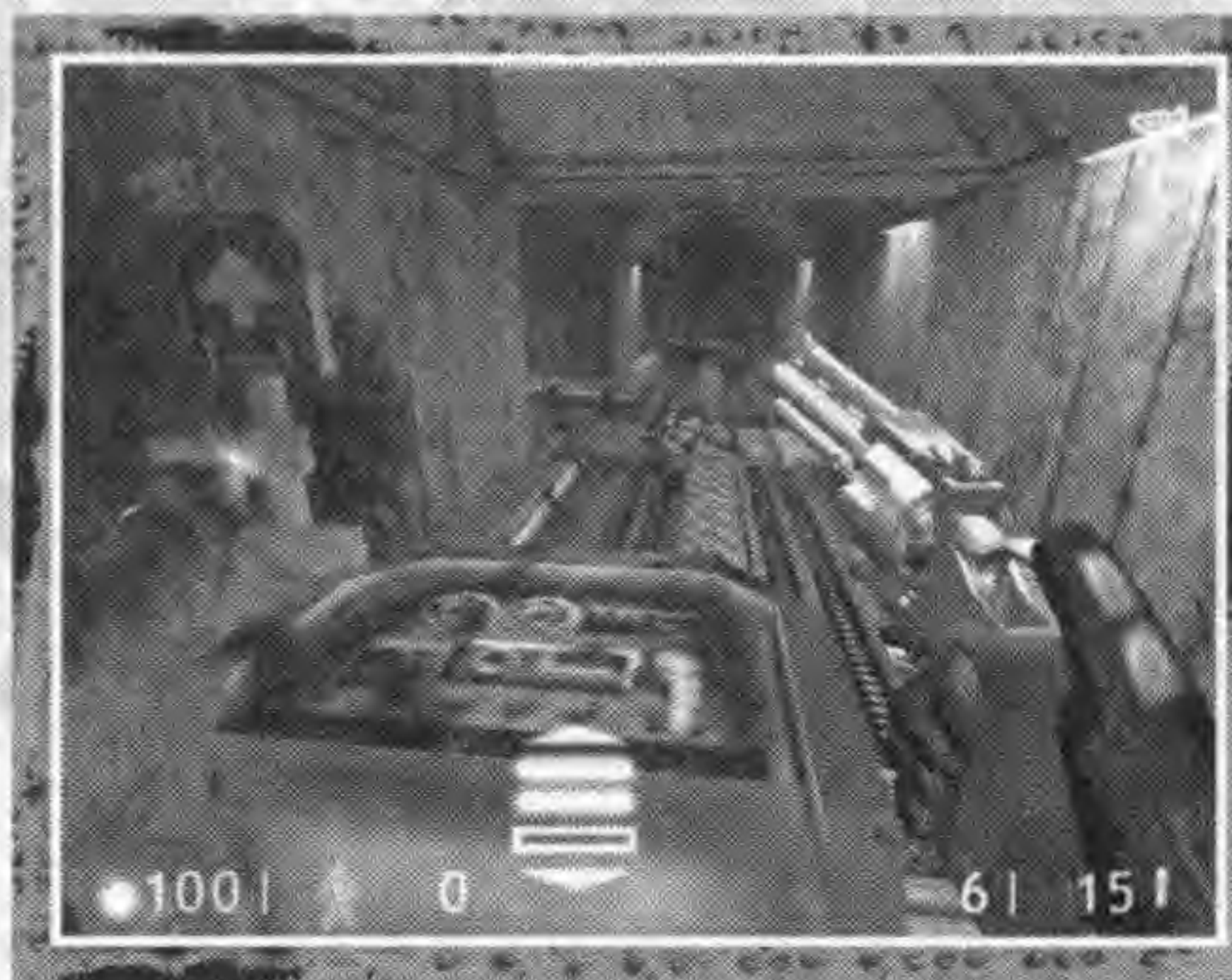
16. The cart approaches a lift. Several Grunts attack as you ride the cart up the lift. Target them with your .357 Magnum as you ascend.

Upstairs

You've reached another level of tracks. You'll ditch the rail cart soon.



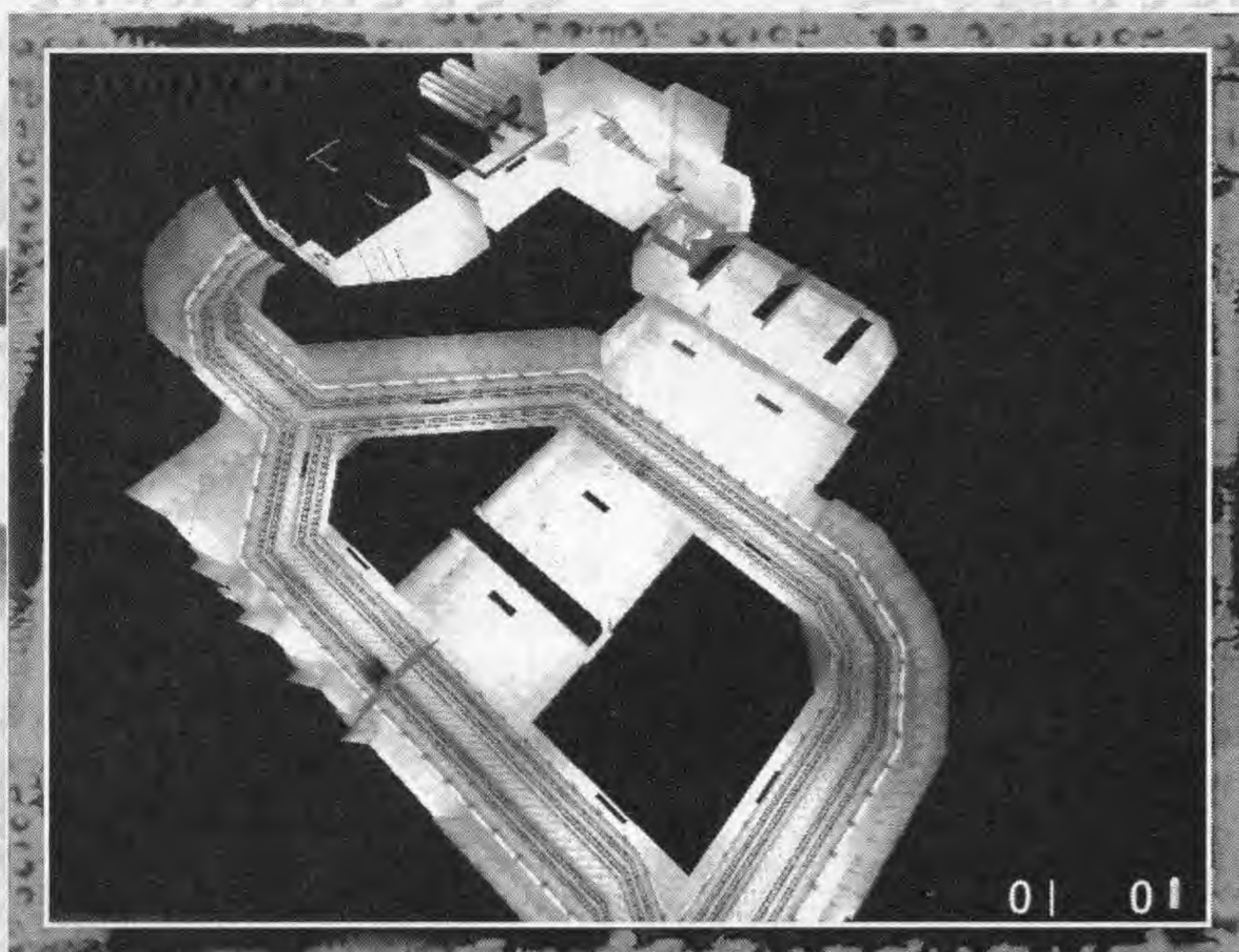
1. Get off the cart and descend the red ladder near the lift. Use the First Aid Station. Then get back on the cart.



2. Move the cart forward slowly. You'll pass a Junction Switch; you can hear the sounds of battle from the left. Ignore the Junction Switch and keep riding forward.



3. Past the junction, the track veers left. Stop the cart until the sounds of battle subside; then creep forward on foot into a large area. Kill several Grunts with your .357 Magnum.



Map 6-7. Site of battle between Grunts and Vortigaunts.



4. Note the heavy Machine Gun you can fire here. This area also contains boxes with equipment.



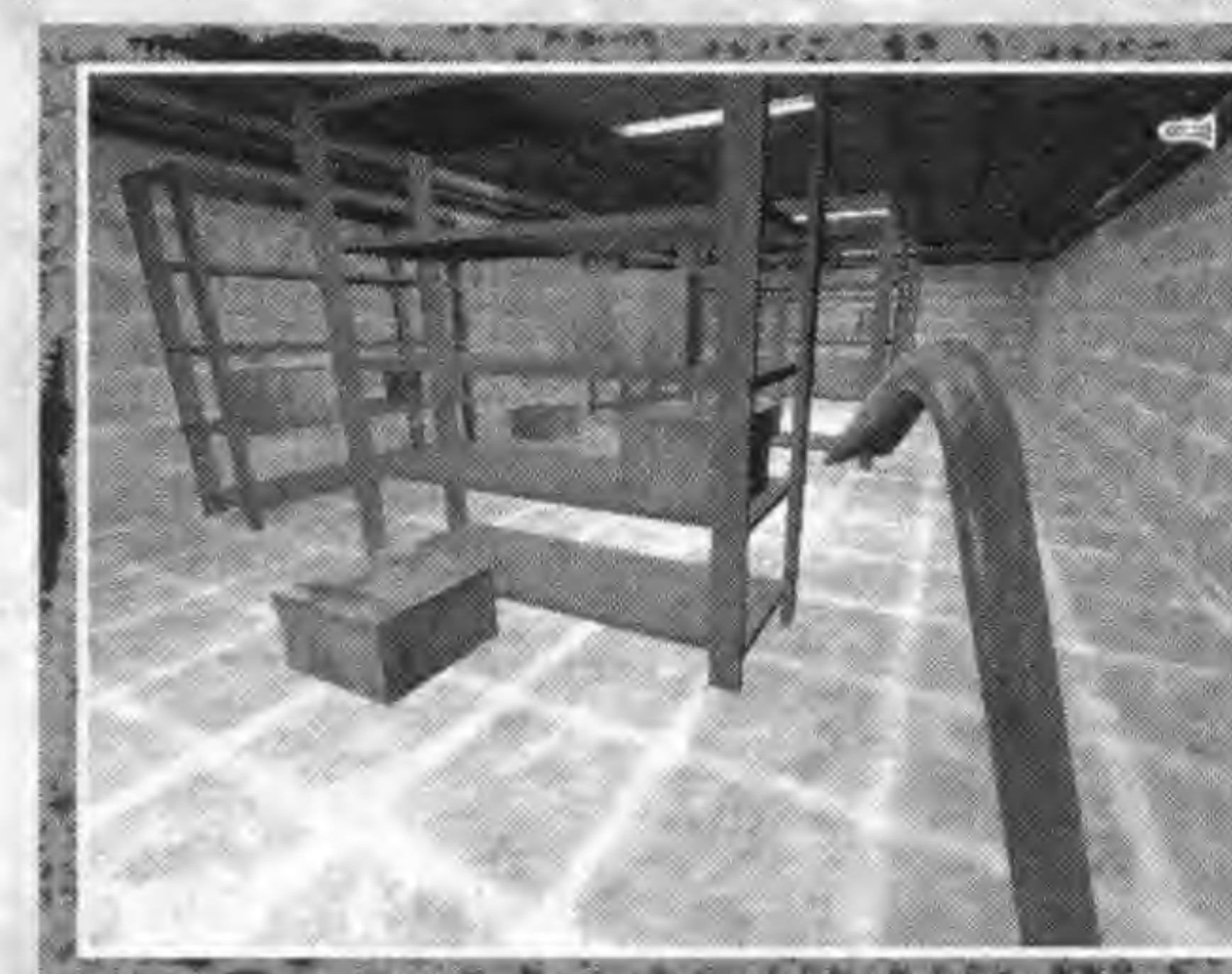
5. Stairs lead up from both ends of this large area. Opposite where you came in, a staircase leads up to an HEV Station. Take it, kill a Vortigaunt upstairs, and charge up your suit.



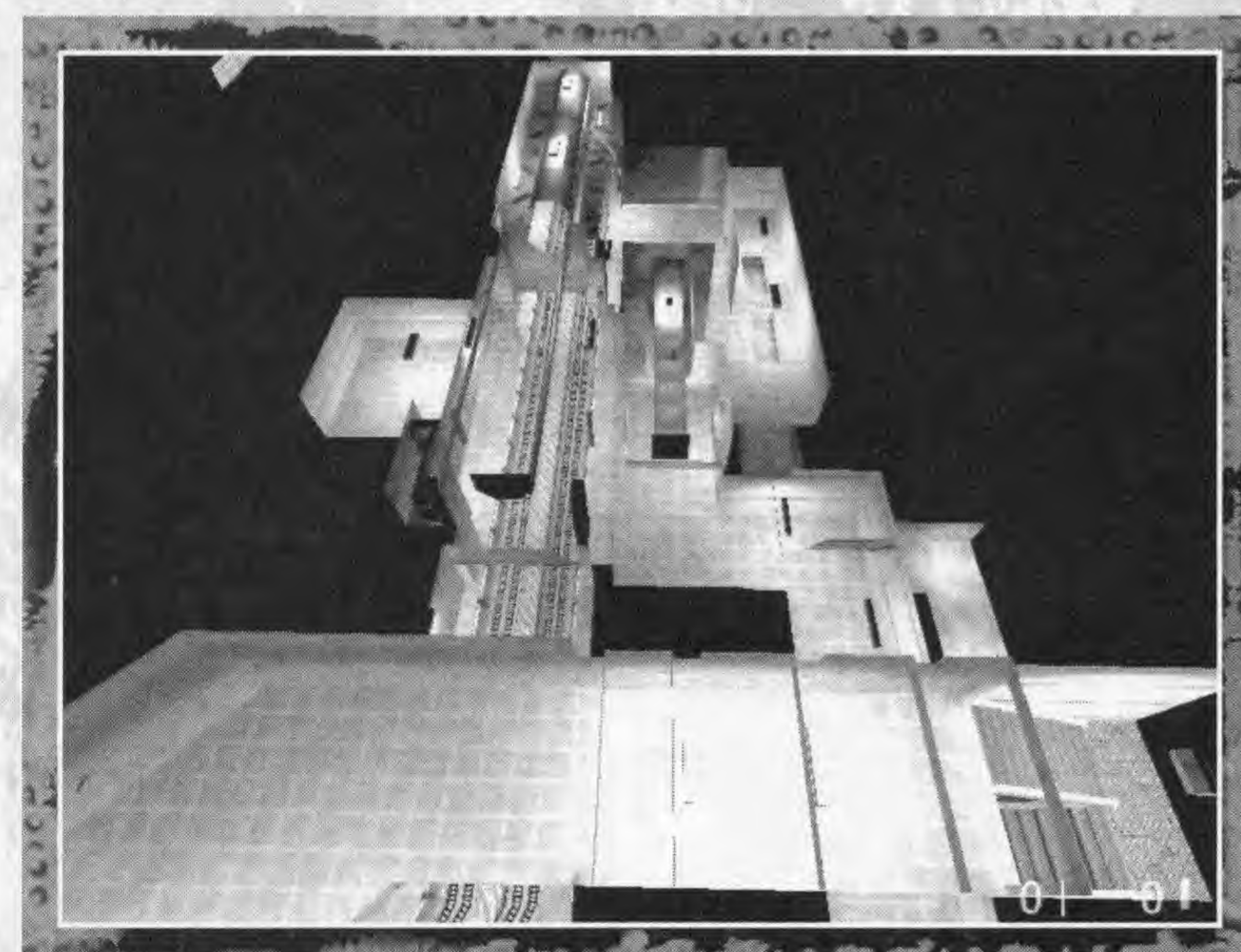
6. Now return to the large area and climb the stairs on the other end—the end near your rail cart.



You might want to throw a Grenade up the stairs first, where a Grunt awaits you.



7. Upstairs is an alcove with a Grunt. There's also a small office with another Grunt and a storage area with racks of supplies. Break boxes on the floor. Watch for Vortigaunts.



Map 6-8. Stairs lead down to more tracks.



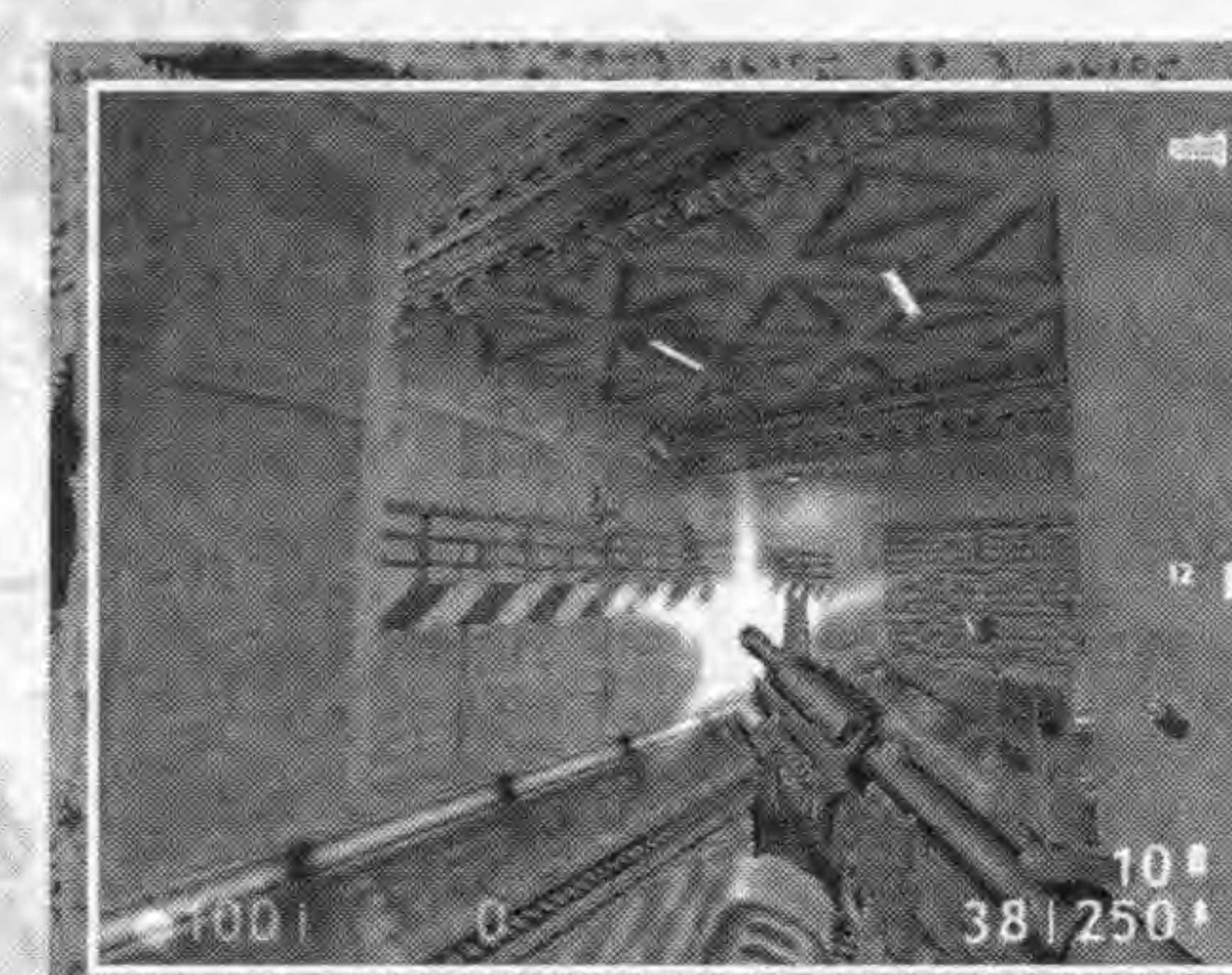
8. At the other end of this area, a stairway leads down. Throw a Grenade down the stairs to kill a Grunt, and then descend. Break a box beneath the stairs for supplies.



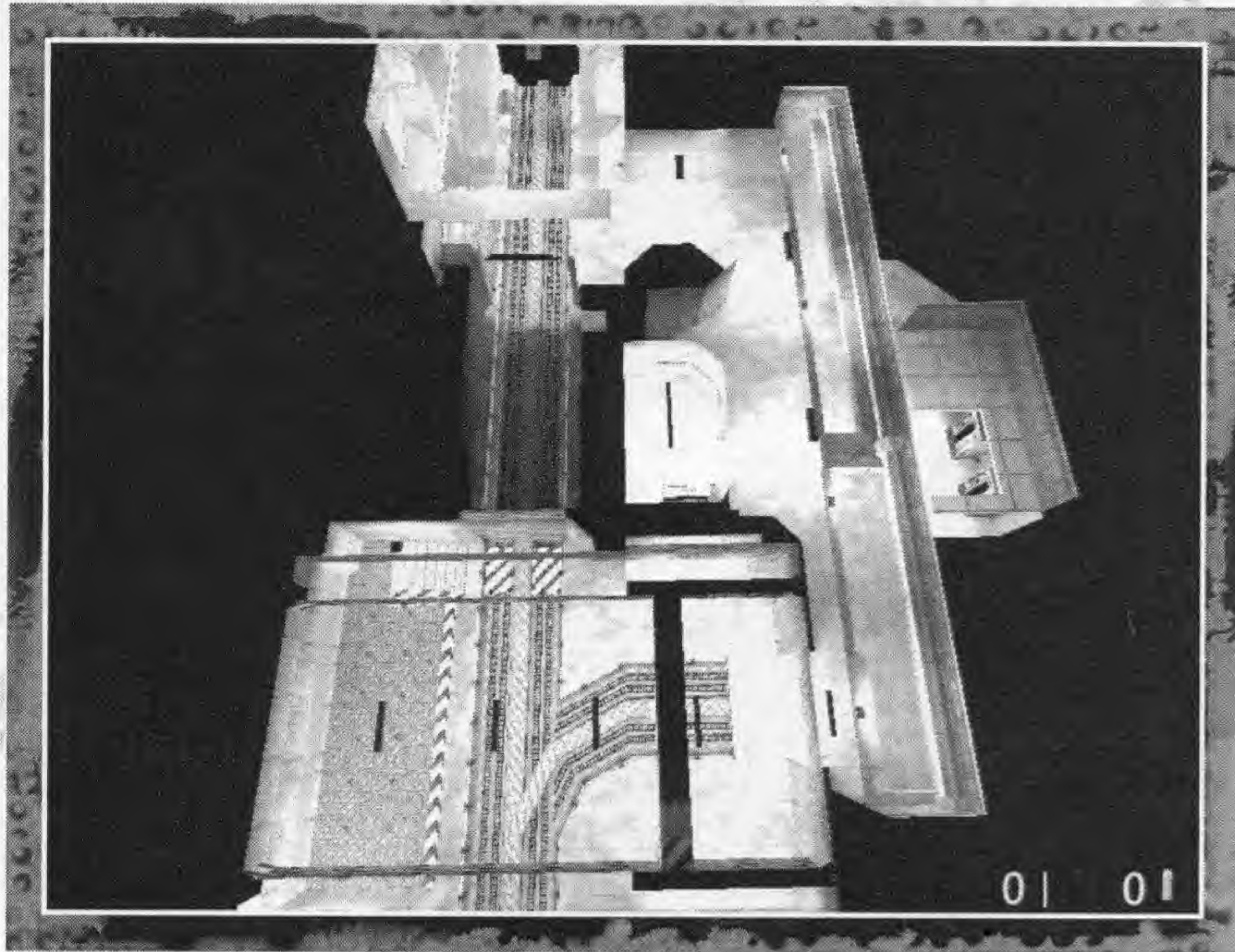
9. Downstairs, you can go left or right. Take a right, and go slowly. Wait until the gunshots stop before proceeding. Kill three Grunts, and then jump across the rail to collect supplies from boxes.



10. Jump back across the rail, take a left, and walk along the rail. If you walk in the *wrong* direction, you'll encounter two Laser Mines. If this happens, turn around.



11. Eventually you'll see a brick wall. Three Grunts stand on a raised platform left of the brick wall. Kill them and collect gear from the platform.



Map 6-9. Tracks ending in Grunt ambush, and walkaround to Gun Emplacement.



You could get the Security Guard to follow you, but this level is so vicious, he'd get killed in an instant.



14. Across from the small office are soda machines and a First Aid Station, plus a crate. Use it to reach a hidden loft above. Kill the Headcrabs (and maybe a Grunt) and take the loot.



15. Round another corner. A fortified Gun Emplacement lies across the rail from you. Kill the Grunt manning the emplacement.



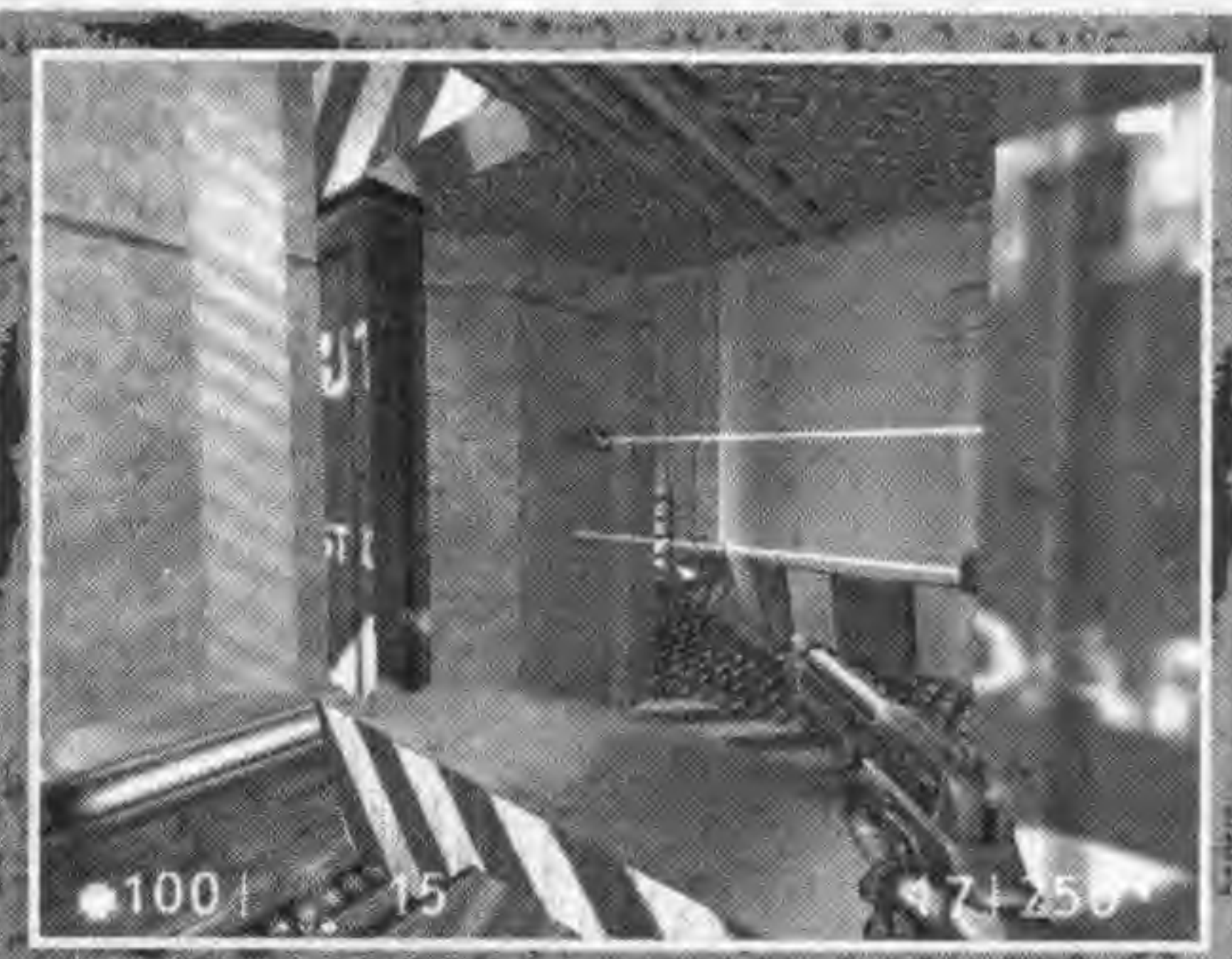
There are two ways to kill the Grunt in a Gun Emplacement. First, fire a Grenade through the hole where the gun is—tricky, because the opening is so narrow.



A better way is to run up to the side of the emplacement, where you can't be shot. Then slide toward the gun—not all the way in front of it, but very close. Now you can see inside and get a clear shot at the Grunt.



16. Proceed through a pair of big red doors labeled "Caution: Blast Danger." Before you do, note the ledges on either side of this door. If you jump and crawl up them, you can collect a Battery.



17. Open the red blast doors and note the pair of Laser Mines. Back up and shoot the mines. Then walk through the doors. You'll see a rocket.



18. Take a walkway around the rocket. Look down and shoot a Grunt through the floor grate; then descend a ladder and go through a second set of red blast doors.

More Rails

You've just emerged on a new level, and there's another rail cart here. We recommend ignoring the cart this time.



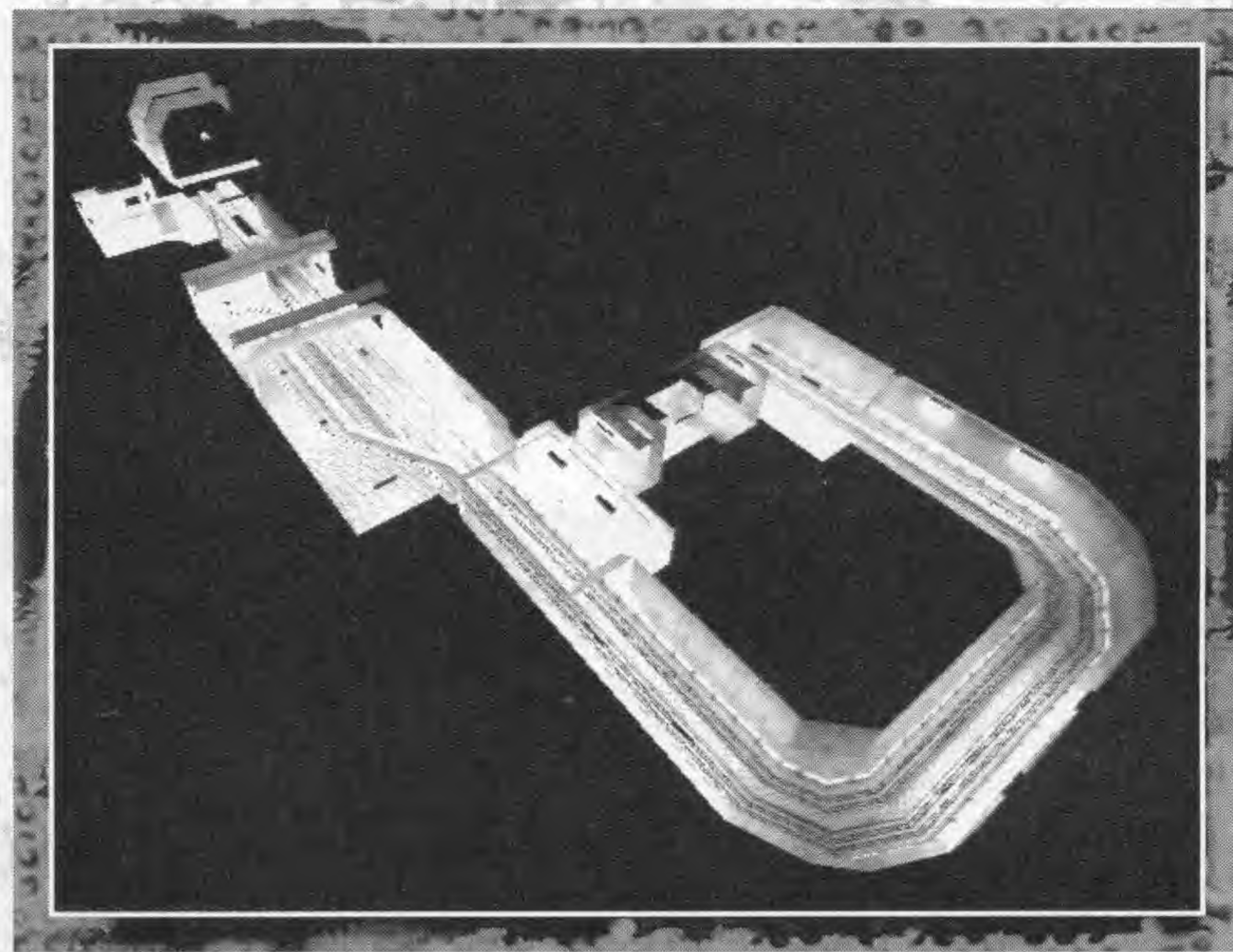
1. Ignore the new rail cart. Instead, take some gear from the office nearby and follow the rail under a pair of red lasers.



2. You approach a spot with Bullsquids and Tripod-Mounted Chainguns. Approach slowly, killing the Bullsquids first.



3. Proceed farther. An open area to the left contains another Tripod-Mounted Chaingun and a door. Destroy the Chaingun and go through the door. You'll find a Bullsquid, a Headcrab, a Barnacle, and some ammunition.



Map 6-10. Upstairs tracks (starting point at upper right).



4. Return to the rail and keep going. Round a corner. Open space lies to your left. Up ahead, a Grunt manning a huge Rocket Cannon fires at you. *Crouch*. The Rocket Cannon can't aim down.



5. Crawl toward the Rocket Cannon. When you're close, aim for the Grunt's legs. Shoot until he's dead—or lob a Grenade.



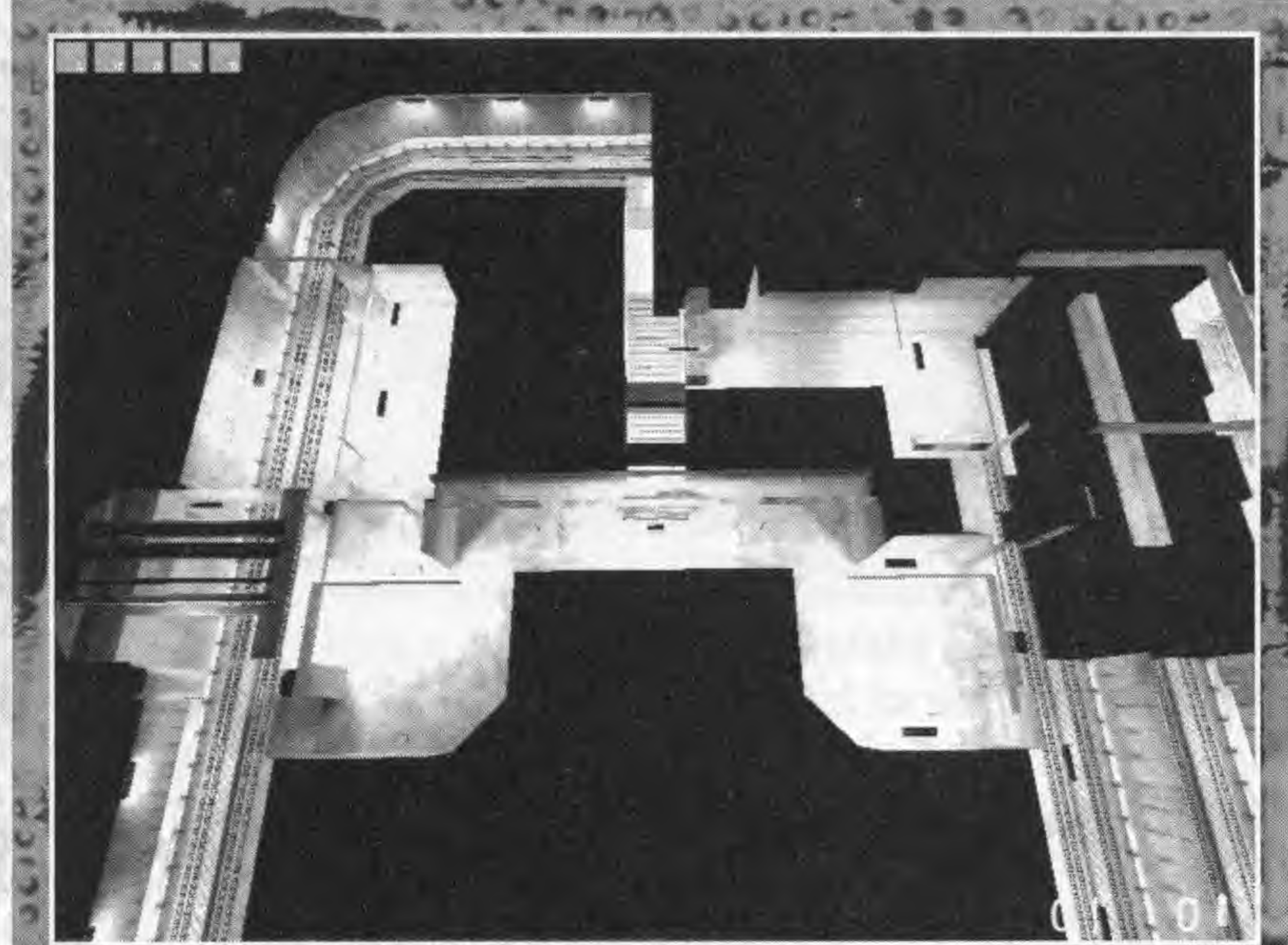
Stay near the rail while the Rocket Cannon is operational. If you get too close to the wall, you'll be hit by splash damage.



6. Destroy a Laser Mine just beyond the Rocket Cannon and proceed along the tracks. Destroy a second Laser Mine around a bend.



7. Follow the tracks still farther. Up ahead on the right is an area packed with Vortigaunts. Kill them all, then heal yourself at a nearby First Aid Station.



Map 6-11. Area leading to new tracks (starting point at lower right).



8. Also in this area is a staircase blocked by boxes. Shoot a pair of Laser Mines on the staircase; then jump over the boxes and walk upstairs.



9. You'll come to a control room with a pair of Grunts and a switch lever. Throw the switch; a barricade rises from the floor below. Go back downstairs.



10. Downstairs, explore the new area. It terminates in a double rail track. On the track farthest from you, another brand-new rail cart awaits.



11. Jump across the rail and get on the new cart. Start it up and get moving.



12. The cart approaches another barricade. Near the barricade, an opening leads to the right. Stop the cart well before the barricade.



13. Get off on the left side of the rail and run along the tracks past the barricade. Just keep running.



Ignore the open area to the right. There's nothing you want in there.



14. Eventually the tracks end in a big lift. To the right is an elevator. Break some nearby crates to reveal Remote Mines.



15. Place a Remote Mine in the elevator and press the button to send it upstairs. Do *not* go up with the elevator. When you hear the elevator car stop, detonate the Remote Mine.



You just took out several Laser Mines that blocked the elevator exit.



16. Press the button to summon the elevator to your level. Get in and ride up.

Rocket Launch

It's time to launch the rocket and finish this level. Prepare for more intense combat, and some extremely delicate acrobatics!



1. Upstairs, get off the elevator. Shoot a lone Grunt on your right and break crates for gear. Then climb a ladder.



2. Upstairs, break more crates for gear. Then walk along the new railway you find up here. Detonate a pair of Laser Mines and keep going.



3. You'll reach a spot where crates move back and forth on mechanical rails. Take care: The crates can smash you into the wall, *and* a pair of Grunts bursts from boxes on the right as you go by.



4. Proceed past this area, following the rail. The ground slopes up as you go. At the top, you find yourself at a rail intersection. Take a right.



5. Almost immediately you find a second intersection. Take a left.



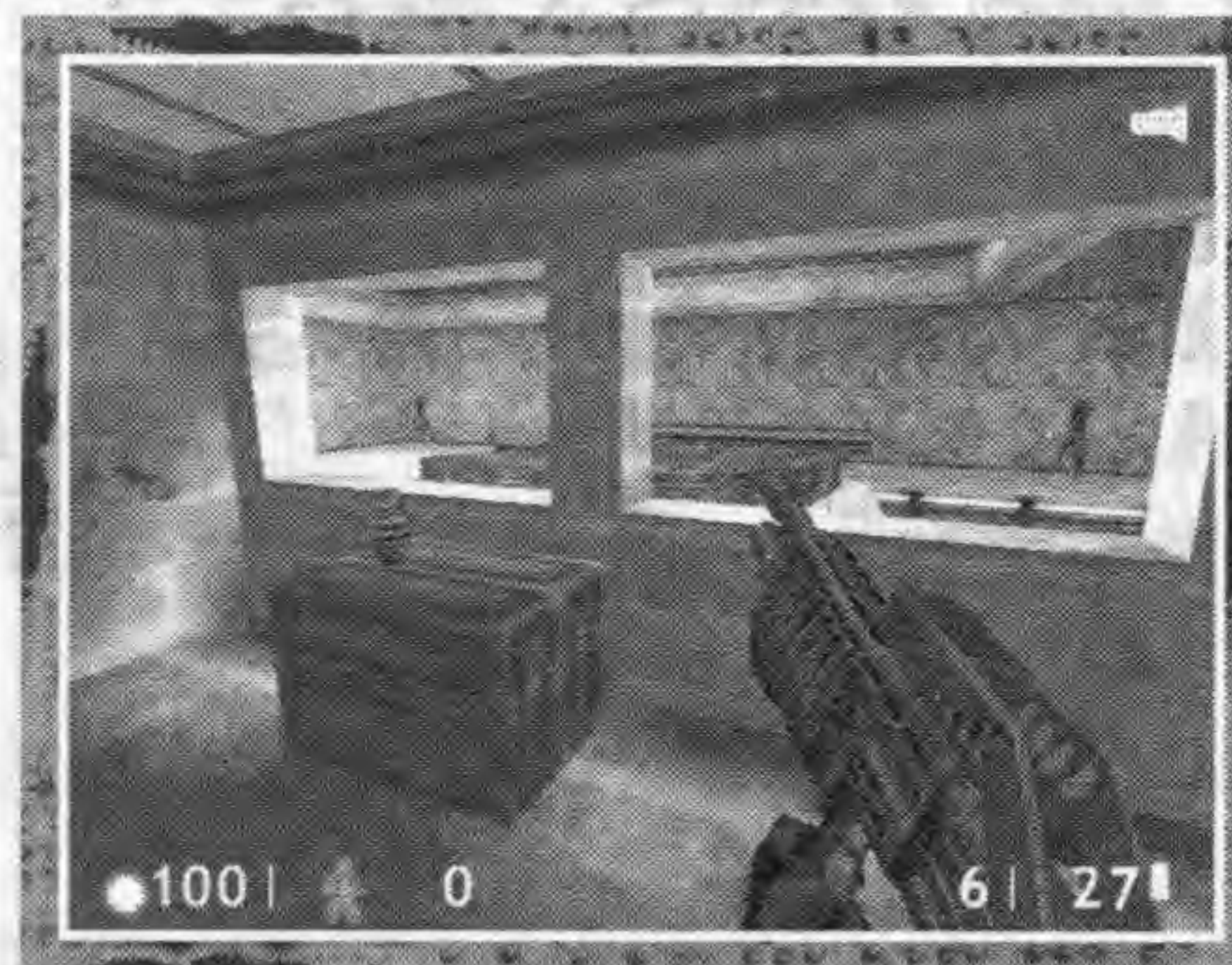
6. Walk along the rails until they end in a lift. Near the lift is an alcove with a ladder. Start descending the ladder, *slowly*.



7. Before you reach the bottom, you notice a red laser beam downstairs. The beam can set off several Tripod-Mounted Chainguns. There are also Laser Mines nearby. The key here is to jump off the ladder *before* you reach the bottom, avoiding the red laser.



Map 6-12. Tracks end, and lead to outdoor area.



8. Walk into a dark alcove. Kill two Mawmen in there, and collect some Grenades. Then break the windows and destroy all four Tripod-Mounted Chainguns in the room beyond the windows.



9. When the Chainguns are all gone, throw a Grenade into the Laser Mines and stand as far back as you can. When the Laser Mines are gone, you finally can move freely.



10. Follow the tracks to a straight section with tall crates; a Grunt and a Gun Emplacement are somewhat farther along the tracks. Run toward the Gun Emplacement, killing the lone Grunt as you run. Get up close to the Gun Emplacement and kill the Grunt manning it.



11. The tracks end at the Gun Emplacement, so follow a corridor to the right.



12. You emerge in an outdoor area. Kill two Grunts out here, and then run up to the red blast doors. Open them with a wall-mounted console, and go through.



You'll find a First Aid Kit on a crate out here, but this puts you in range of a hard-to-see sniper up on the rocks. You can kill him if you're a good shot.



13. Pass through a second set of blast doors into a launch area. Kill three Grunts in here, and go through a new set of blast doors.



14. Three red laser beams crisscross the stairway beyond the blast door, and dynamite lines the walls. Find a tall metal crate to the right of the staircase. Push it between the two farthest laser beams.



15. Now crouch and crawl up the stairs. Crawl under the first two laser beams and stop before the third. Stand. Jump onto the tall metal crate, which should be very close.



16. Jump from the metal crate to the top of the stairs, clearing the third beam in the process.



Getting past those three beams is tricky! You may have to try several times. Take it slowly.



17. Go through the door atop the stairs and kill two Grunts in the hallway.



18. Two doorways lead from this hallway. Enter the closest one. Heal at a First Aid Station, then go back.



19. Go through the second doorway into a launch chamber. Press the red button labeled "Launch." Blast shields drop, and the rocket launches.



20. When the rocket's gone, the blast shields retract. Backtrack through two sets of blast doors to the big outdoor area. A large doorway has opened out here.



When you have to cross those three laser beams again, drop off the left of the stairs and crouch to crawl under them.



21. Go through the newly opened door to a small room with a ladder. Take the ladder downstairs.



22. Downstairs, break more crates for supplies. The rail cart down here differs from the others. It's red and looks almost like a fire engine. Get on and start it up to blast into the next level.



WALKTHROUGH, PART 4

THESE NEXT FEW LEVELS ARE TOUGH. YOU'LL NEED ALL THE SKILLS LEARNED IN EARLIER LEVELS TO MAKE IT THROUGH ALIVE.

APPREHENSION

This level features lots of water. Keep track of the easiest path to an air source, and you'll have fewer worries.

Also, remember that even if your health starts to drop because you've been underwater, you'll regain it all if you reach the surface and breathe for a few seconds.

Into the Drink

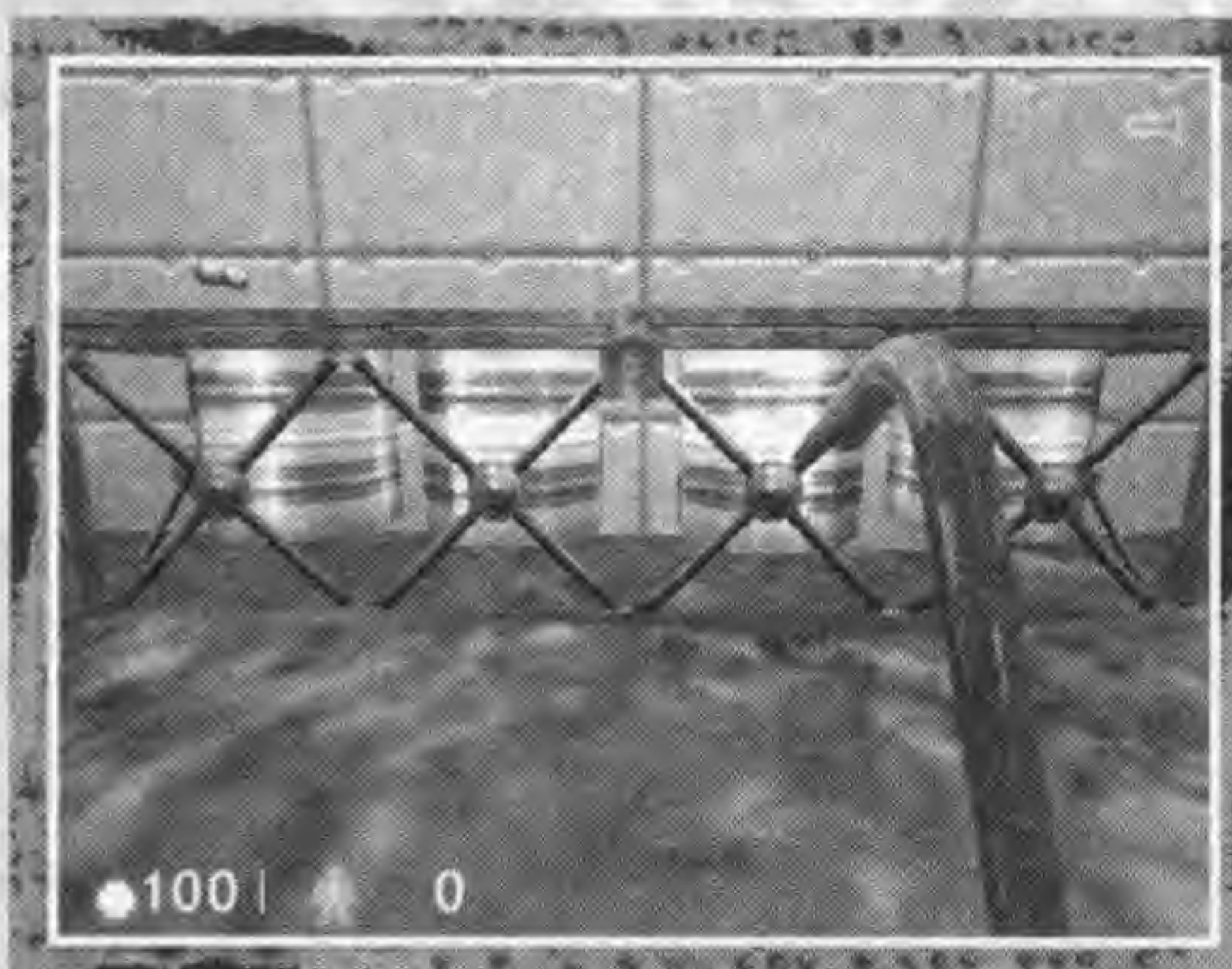
As this level starts, your red rail cart suddenly accelerates to high speed and you can't slow it down. Don't worry; just sit back and enjoy the ride!



1. Your rail cart approaches an open area to the right. Crouch down in the cart to avoid weapon fire from Grunts.



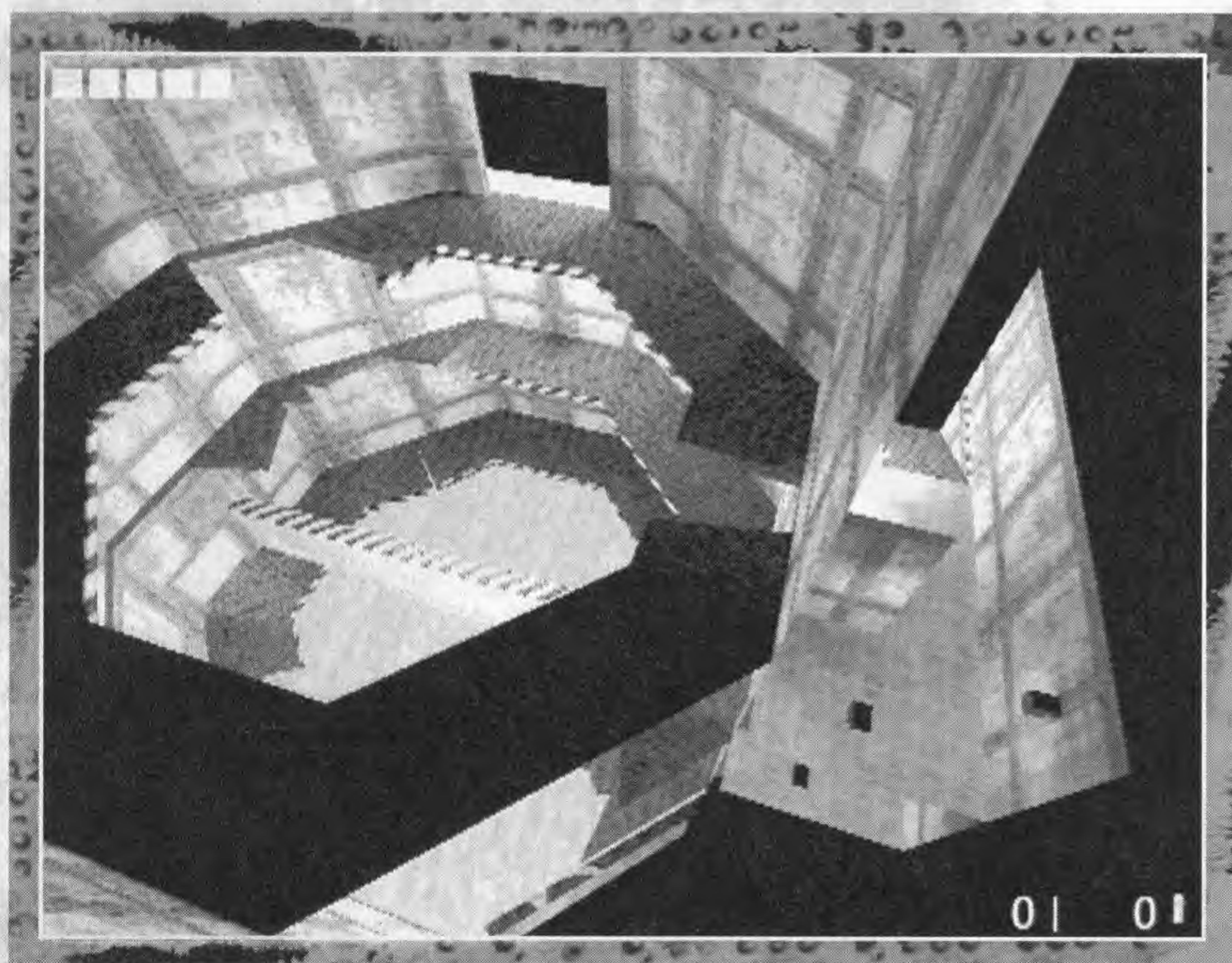
2. The cart goes off the tracks and crashes into a pool of water. You'll be safe if you crouch as it falls, and then stay inside until it comes to a full stop underwater.



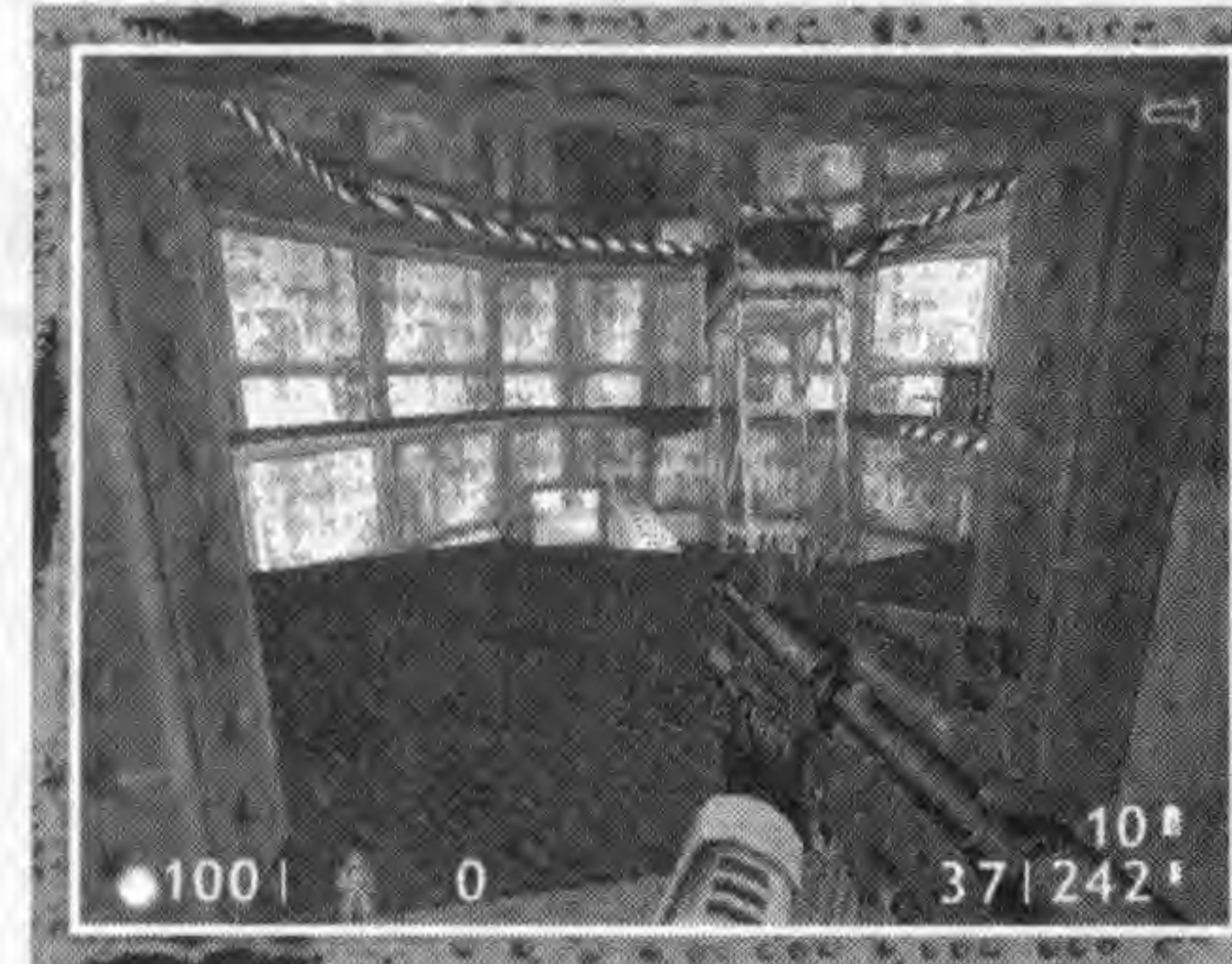
3. Swim out of the cart and get some air. Then swim back down and find a bunch of barrels trapped in a cage underwater. Break the lock of this cage and the barrels bob to the surface.



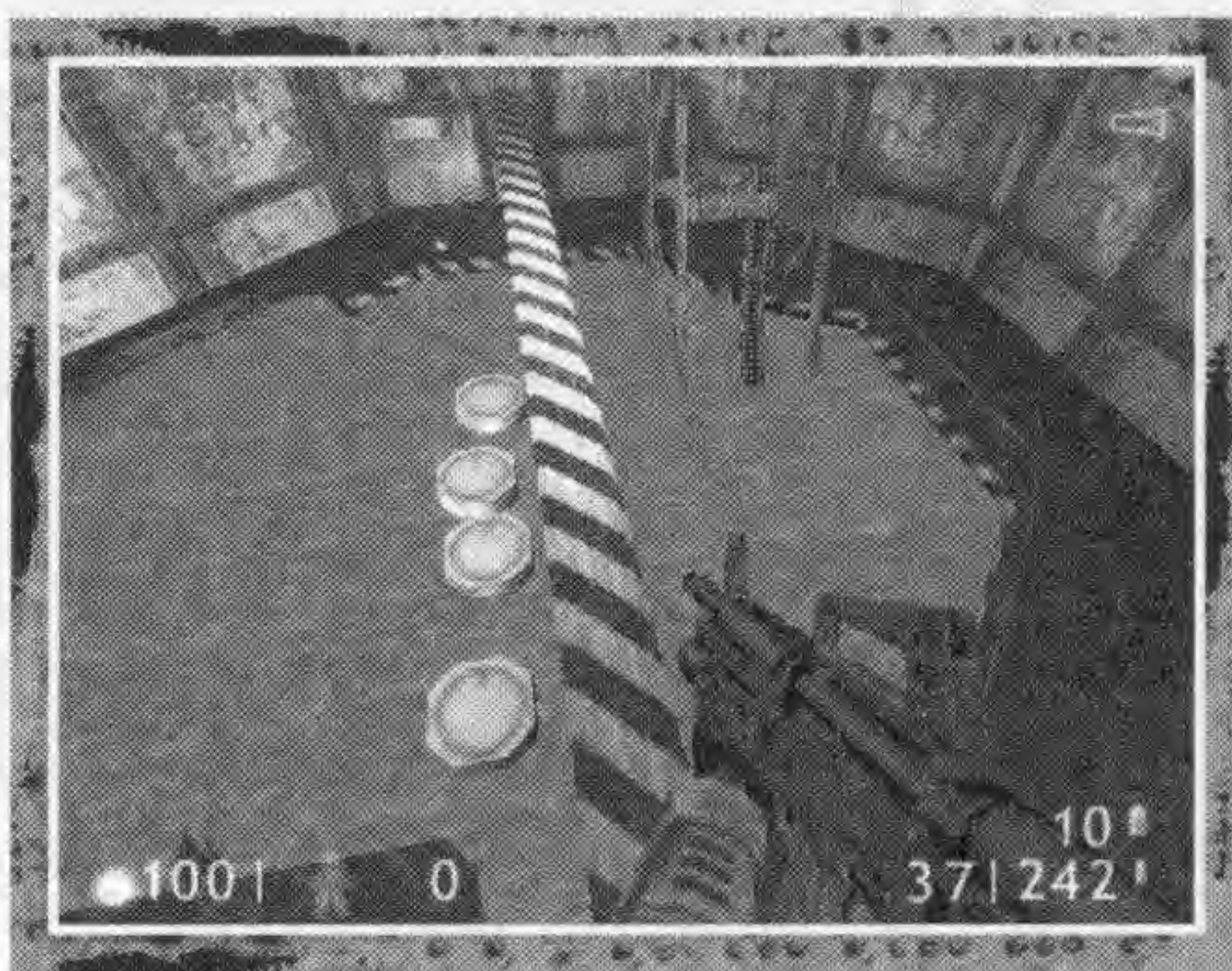
4. When the line of barrels bobs to the surface, jump on them and stand. Run and jump from the barrels toward a red doorway.



Map 7-1. Central water pit and the stairs to the side.



5. Beyond the red doorway, approach a stairwell. Kill some Mawmen here, collect nearby ammo, and walk upstairs. Break a crate for a Battery, and then walk out onto a ledge.



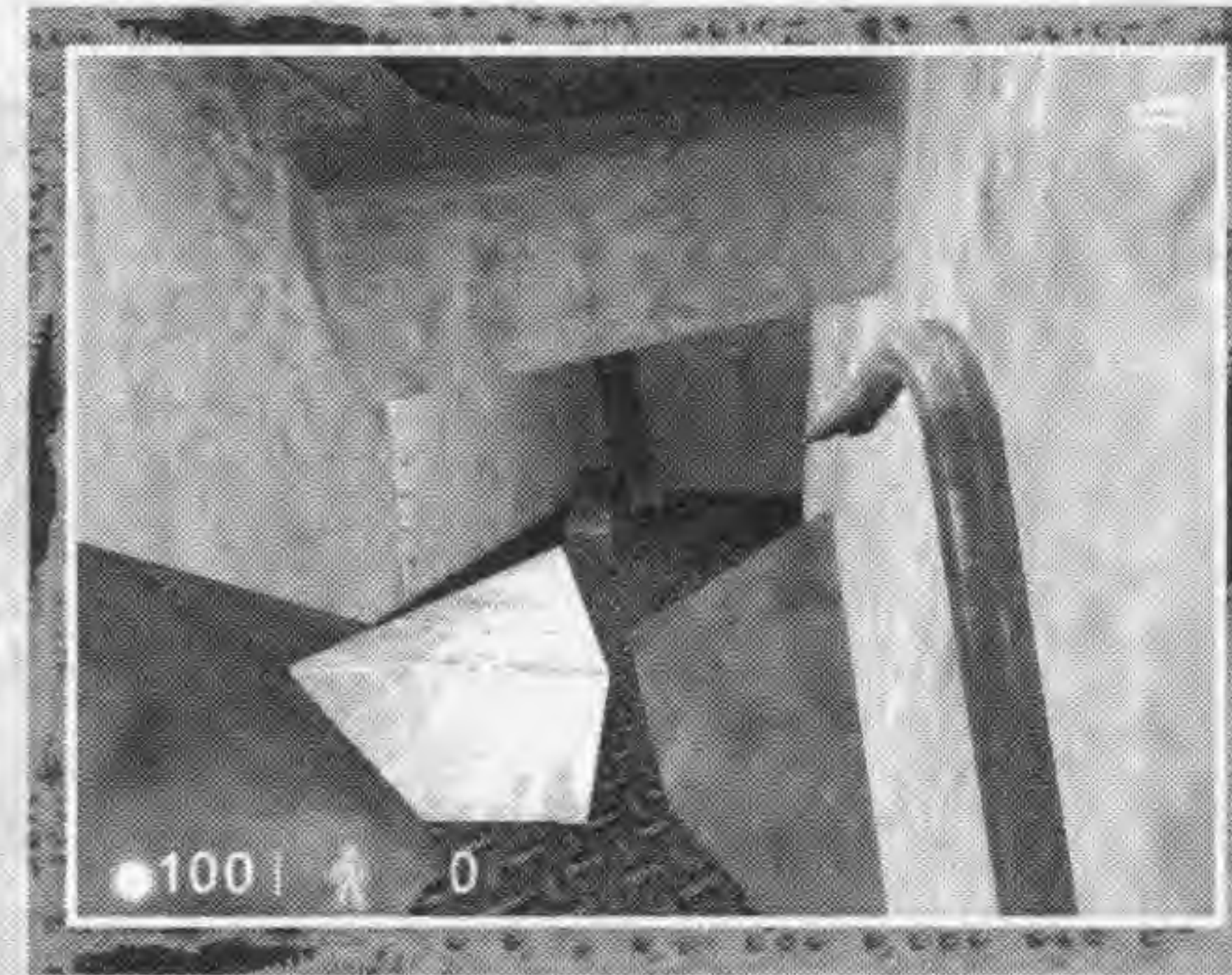
6. Break a crate for ammo. Then look down from the ledge; a wall divides the pool below. You just came from the left half. The right half is new territory. Jump into the right half of the pool.



7. Underwater, locate a passage. Follow it through a small room, and then through a winding underwater corridor. Watch for a metal door on the right; it leads to a small room where you can take another breath of air.



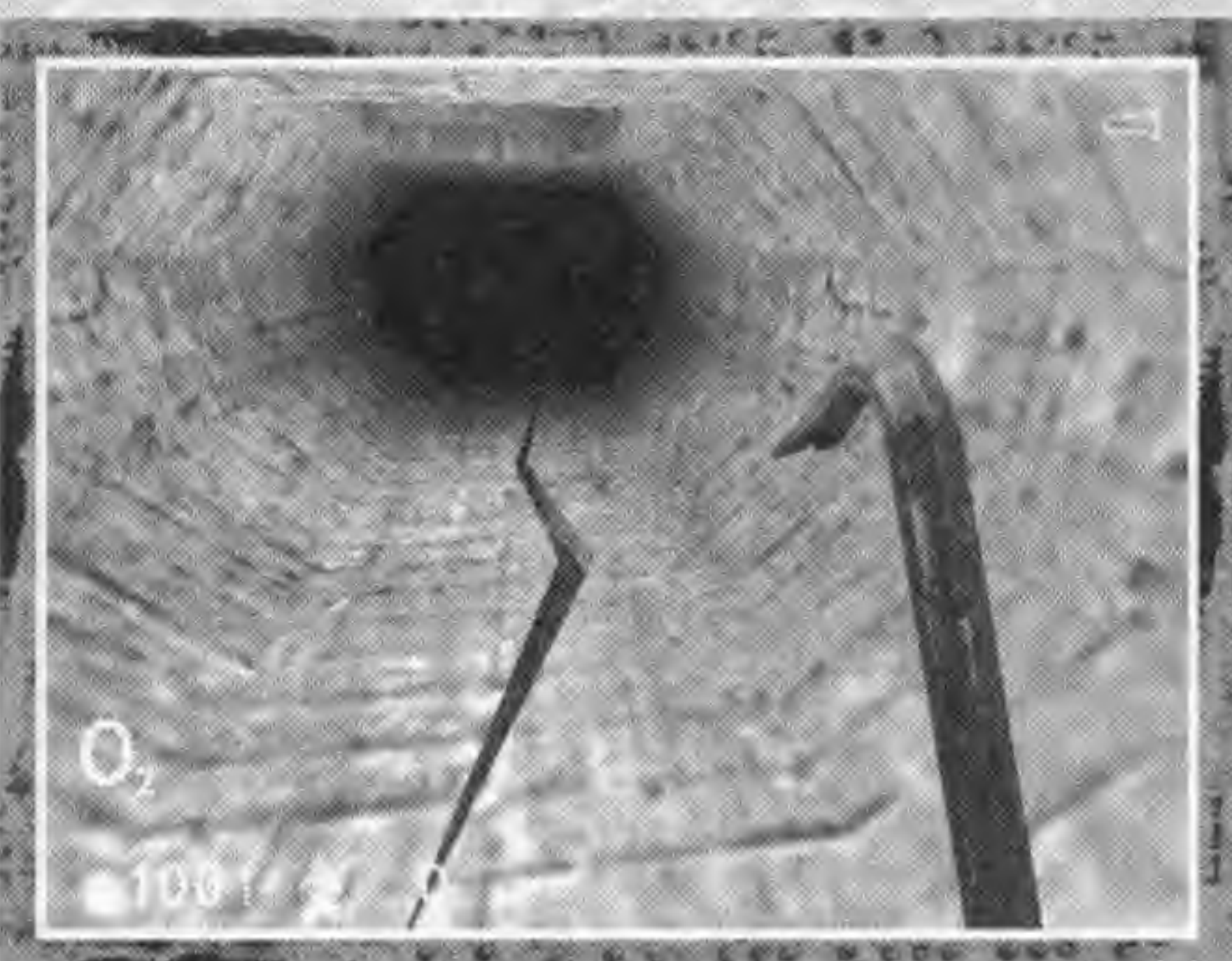
Hagworms are scattered throughout the water in this level. Keep your Crowbar out the entire time and smash any Hagworms that get in your way.



8. Take a breather in the small room, return to the underwater corridor, and keep going. You'll find a pile of broken beams and debris you must crouch to swim under.



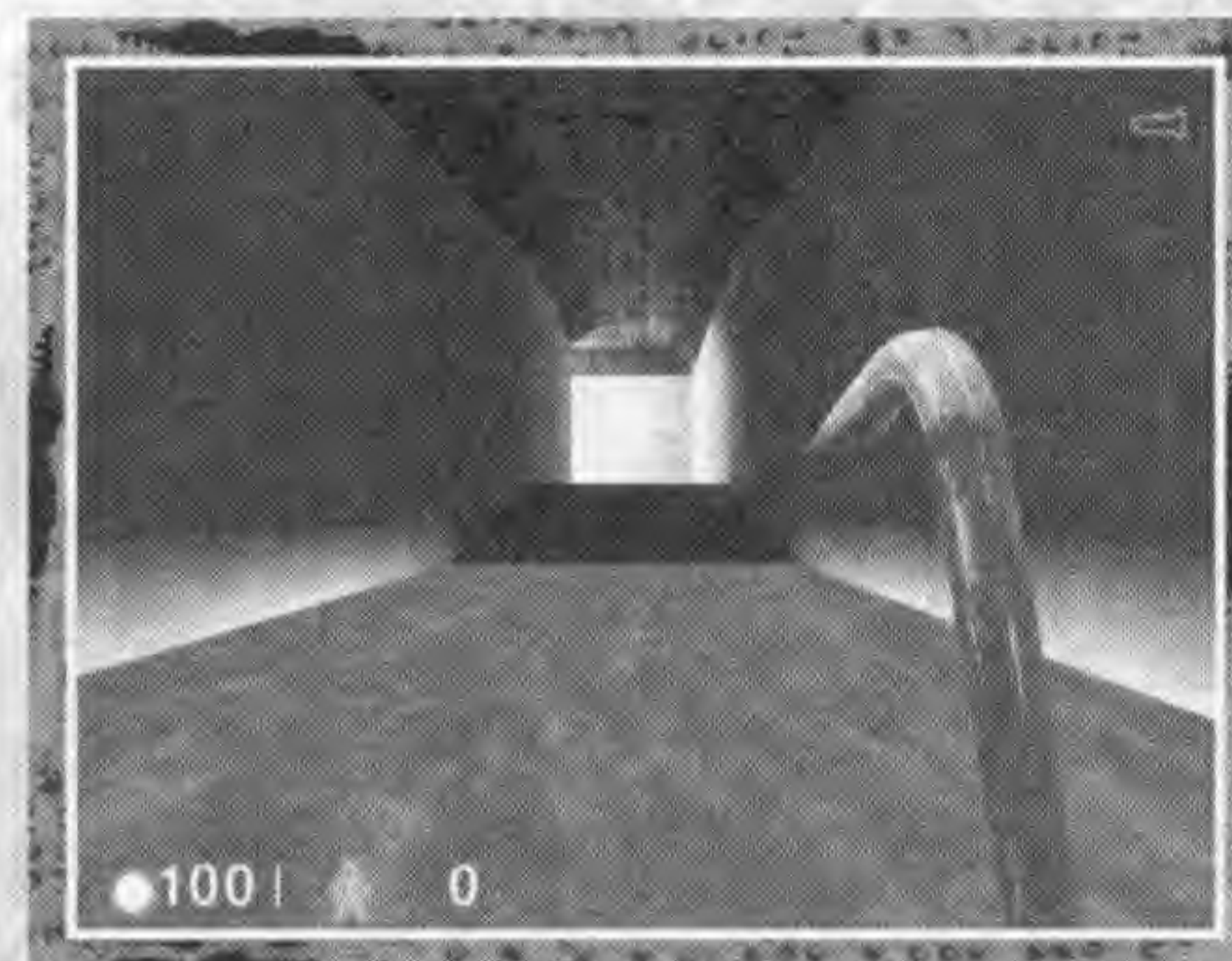
9. Swim under the beams. Soon you'll reach a small corridor with grates on the wall and floor, a blocked metal door, and two corridors leading away. Get some air.



10. Break the grate on the floor (crouch) and swim through it. Downstairs is a tunnel. Follow it, taking a right when it forks, and swim up into a vertical shaft. Break another grate to reach the surface.



11. You're in a partially flooded room. Collect ammo from the floor, then swim to the computer bank blocking the metal door. Push it over. The door swings open.



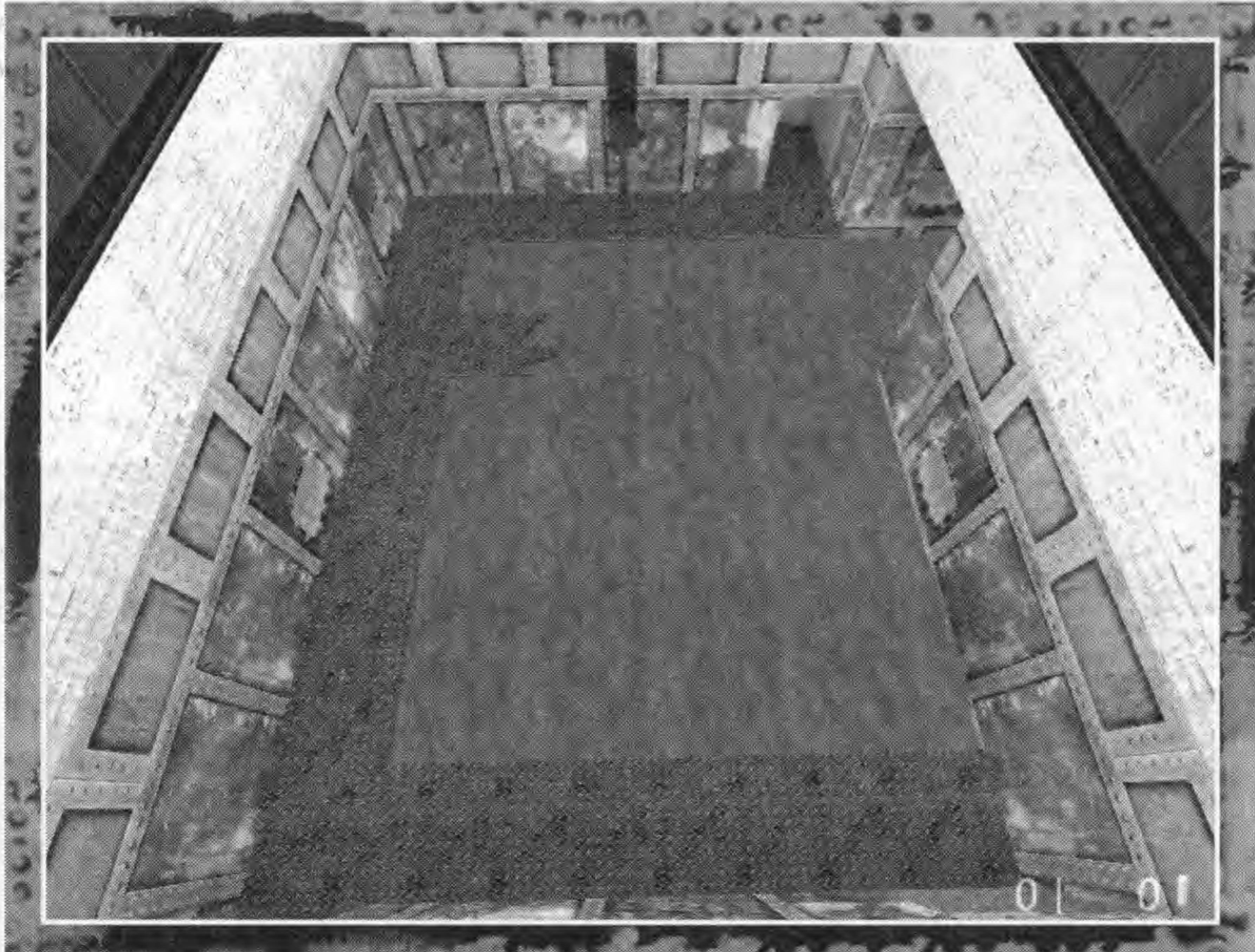
12. Swim through the door and continue down the new corridor beyond. It leads to a hallway that rises from the water—and now you're back on land.

Dangerous Waters

The next phase of your journey starts with a dangerous encounter with an Ichthyosaur, and it doesn't get any easier!



1. The hallway ends at a room with a pool in the center, a catwalk, and Barnacles. You enter to see an Ichthyosaur killing a Scientist. Pump a few Combat Rifle rounds into the Ichthyosaur, if you can, but don't expect to kill it.



Map 7-2. Barnacle-filled room.



2. Follow the catwalk around the room. *Don't* take the first exit on the left. Instead, follow the catwalk to a ladder.



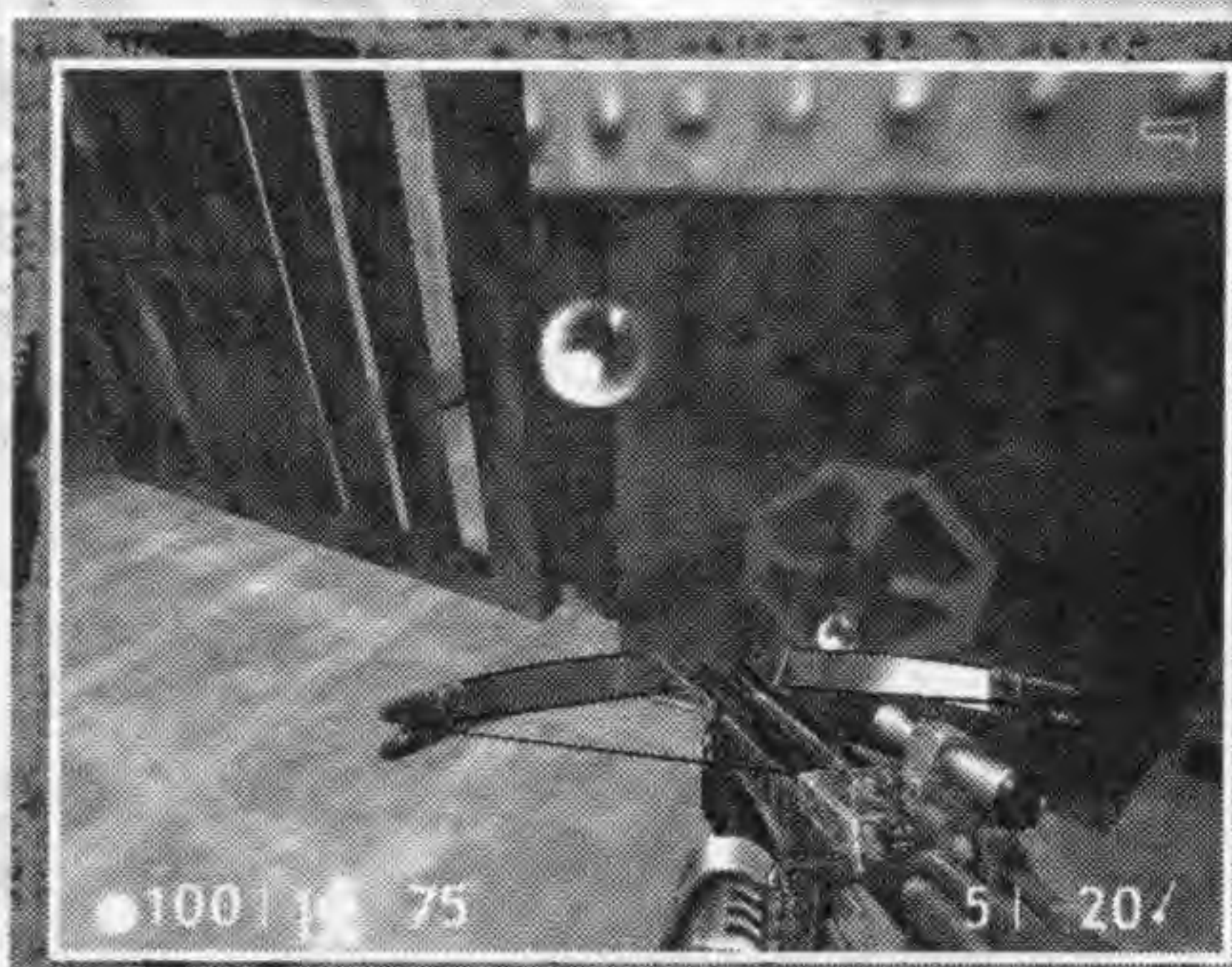
3. Climb the ladder to a small room with a Scientist. He tells you there are a shark cage and a Crossbow nearby.



4. Walk onto a cross-shaped ledge overlooking the water. *Slowly* walk off the end of the cross to fall onto a diving cage. Drop down into the cage, where you'll collect the Crossbow.



5. The diving cage lowers. Kill the Ichthyosaur with the Crossbow. When it's dead, swim up and out of the cage. Get some air.



6. Dive back down and locate a large metal grate with a valve wheel nearby. Turn the valve wheel to raise the grate.



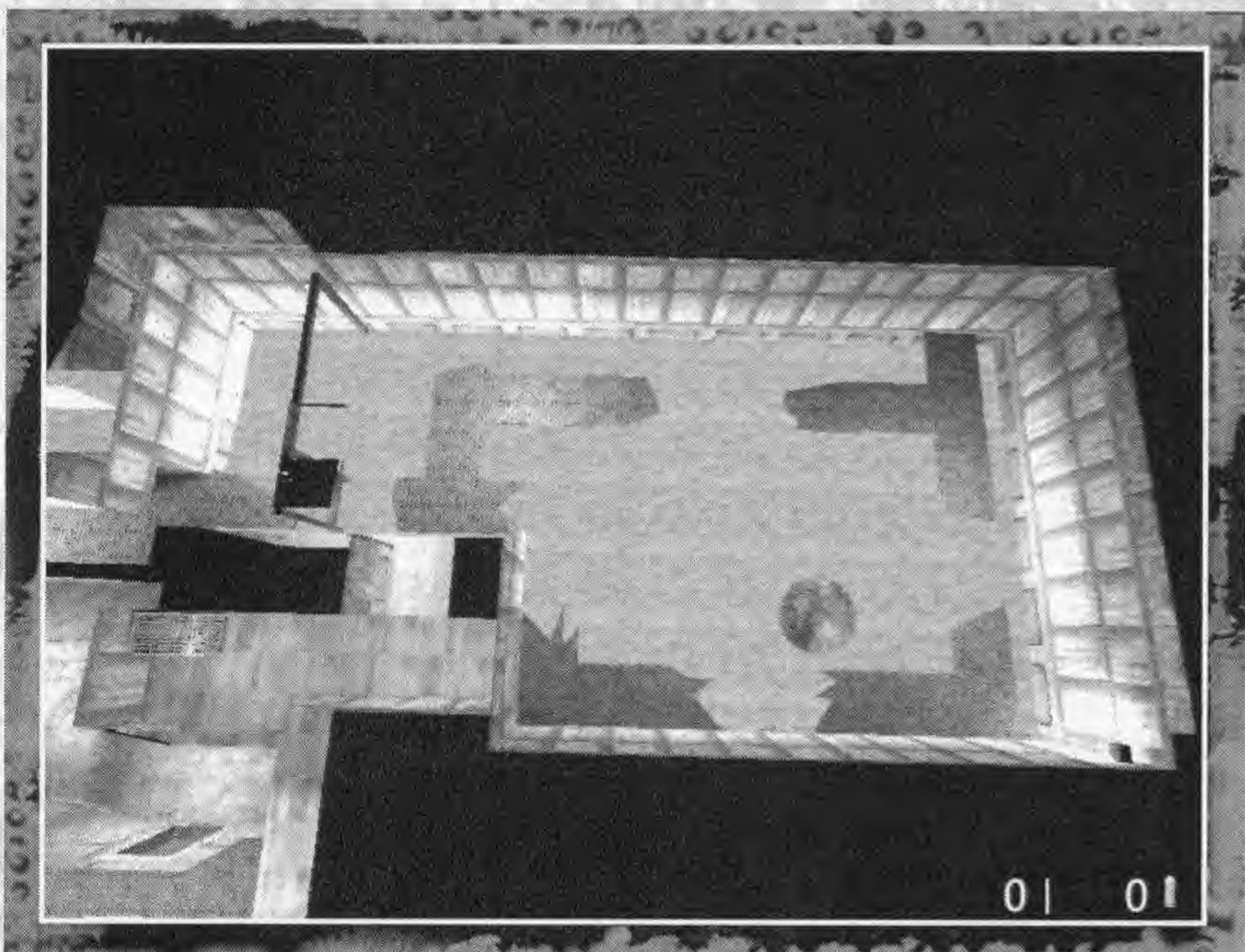
7. Swim under the grate and up to the surface. You're in a hallway leading to some stairs. Climb the stairs, past a metal door and up more stairs. Take the metal door at the top.



8. Beyond the door lies a room filled with crates and Barnacles. Go downstairs and start breaking crates, ready for a pair of Vortigaunts that may teleport in. Kill both.



9. Take the corridor out to emerge in a large room filled with water. Narrow, wet catwalks ring the walls, and Ichthyosaurs swim in the center.



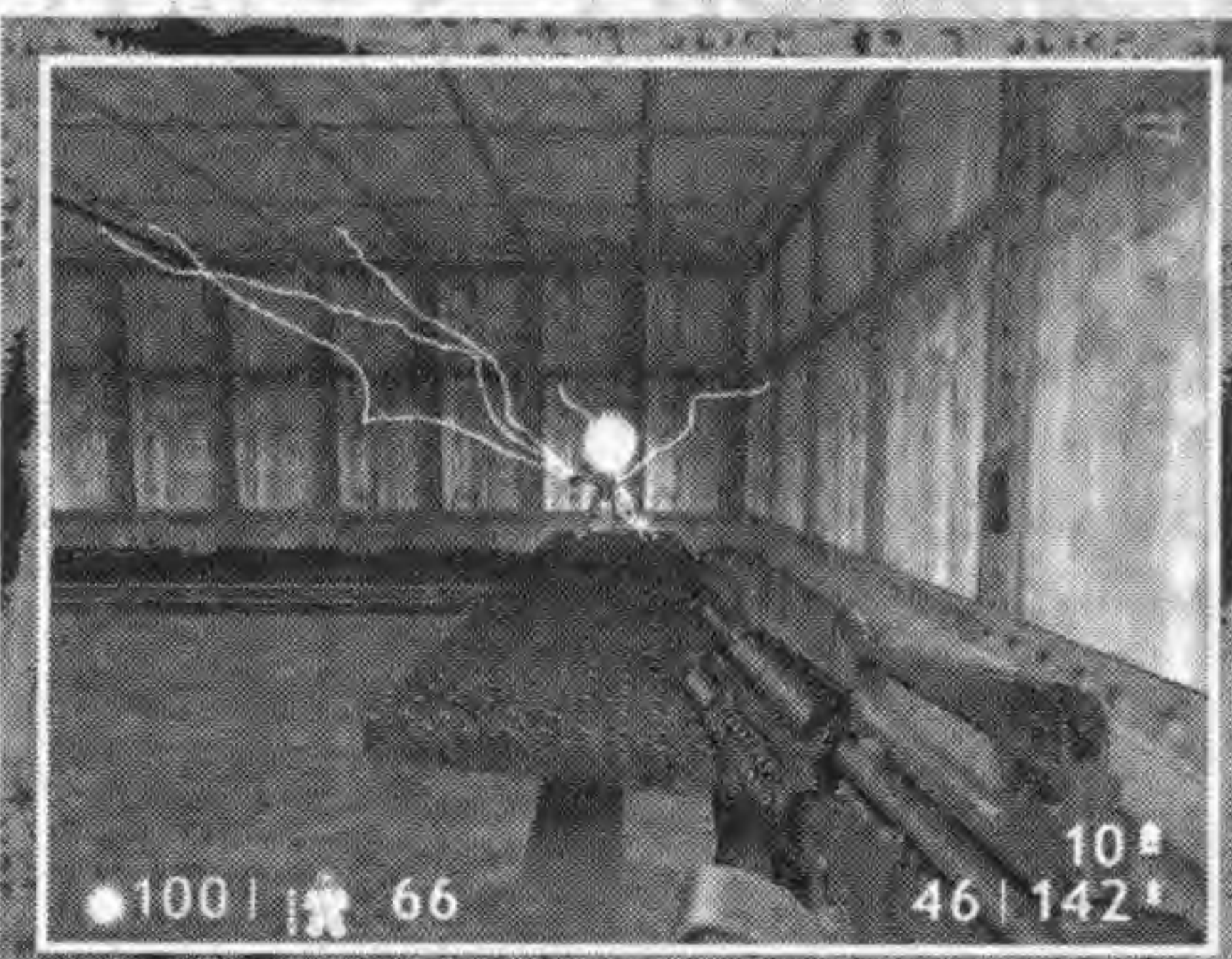
Map 7-3. Room requiring several jumps.



10. First you must jump across a gap in the catwalk. Carefully come to a dead stop after this leap; the wet floor underfoot makes this tricky.



If you fall in the water, look for a red ladder and climb out. The Ichthyosaurs are nasty, so it's best not to fall in at all.



11. Follow the catwalk around a corner, sticking to the very center. A section of catwalk breaks apart under your feet, but a beam in the center remains—keep to the center and you won't fall in. As the catwalk breaks, a Vortigaunt teleports in just ahead. Shoot it dead and continue.



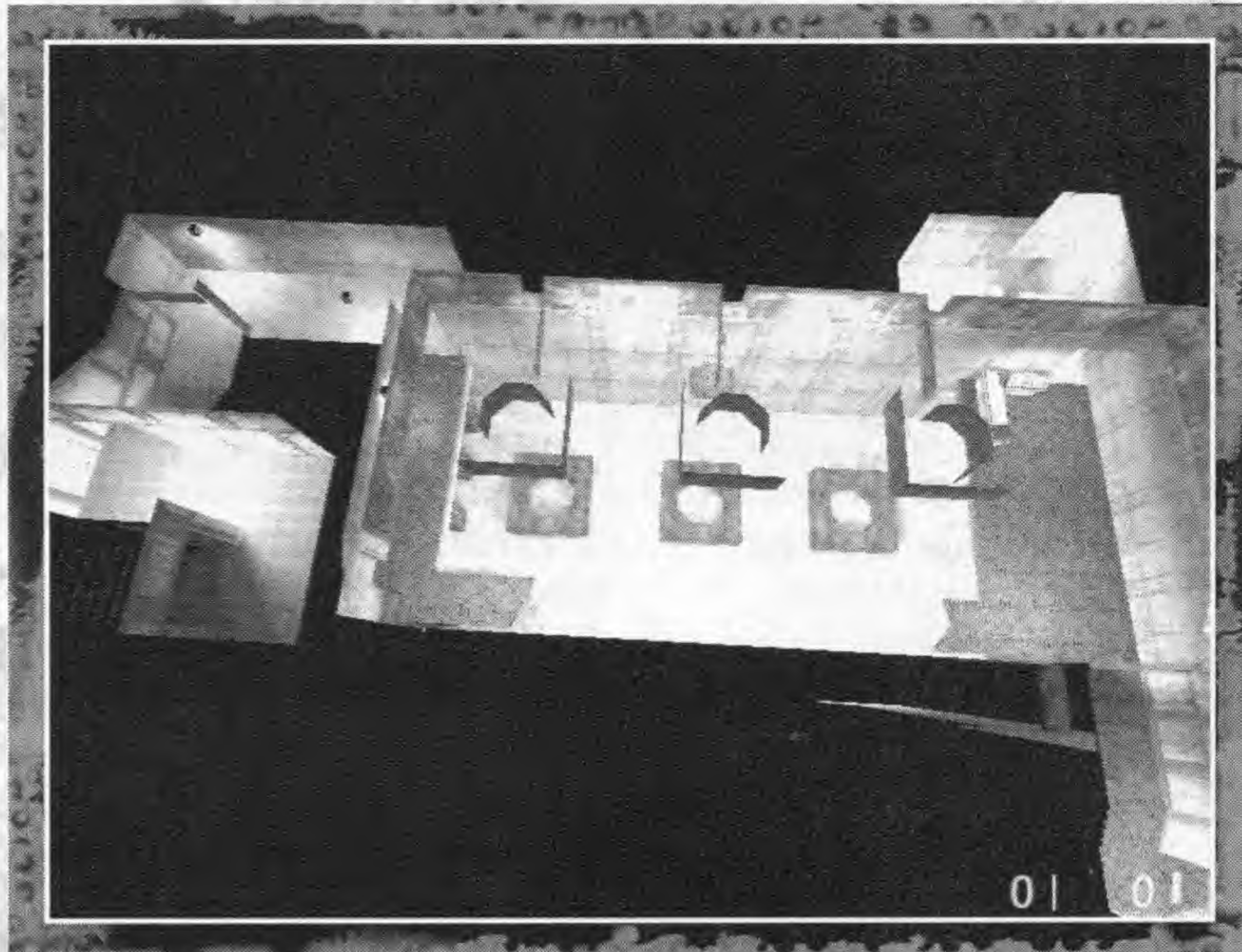
12. You'll come to another big gap you must jump over. Leap and, when you reach the other side, do your best to stop despite the water underfoot.



13. To the left is a doorway, but a hanging electrical wire partially blocks it. To the right is a metal wall with a gaping hole in it. Take a running leap into the hole at the right.



14. You'll land in water on the other side, but the Ichthyosaurs can't get you here. Swim through an underwater hallway and climb a ladder to a big generator room.



Map 7-4. Piston room.



15. Kill two Bullsquids in this room; then take a hallway to the right. The hallway leads to a ladder, which in turn leads to a balcony overlooking the generator room.

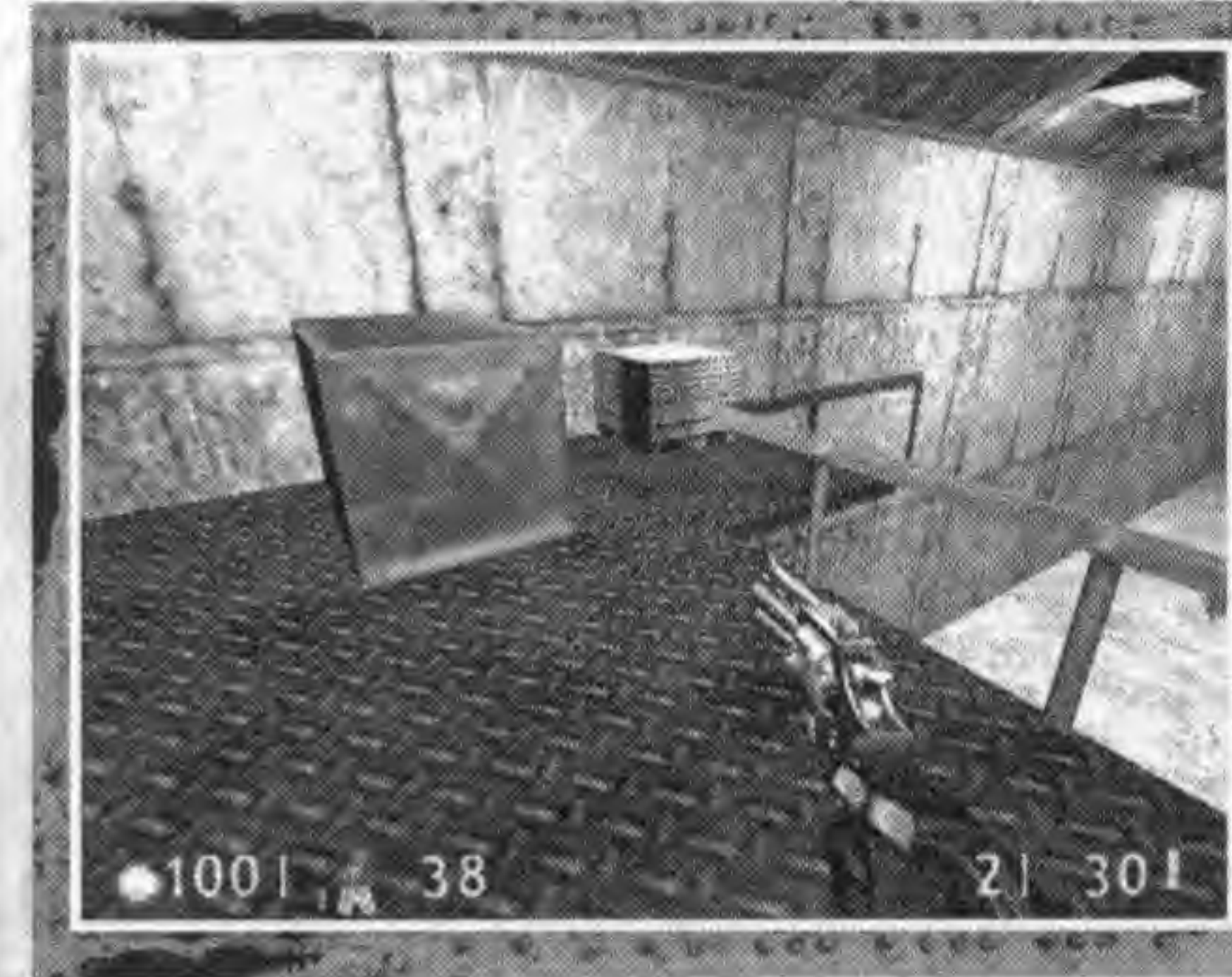


You can turn on the generator by pressing a button labeled "Generator Control." This causes the giant pistons to start moving up and down.

Now you can leap off the balcony onto a piston, from there to a second piston, and from there to the "mini-balcony" with two Remote Mines. The generator isn't necessary for any other reason.



A hallway leads away from the balcony. You can follow it to a small storage area with some ammo.



16. You'll find two metal boxes on the balcony. Push them off the edge, through a break in the railing. Then drop down to the main floor.



17. Push the metal boxes to the other side of the room, near a ladder. Arrange the boxes to form a crude stairway to the hard-to-reach ladder.



18. Jump up on the metal boxes and break a wooden crate blocking the ladder. Then climb the ladder to a catwalk and follow it.

Frigid Welcome

You're beyond the dangerous waters, but now you must make a fast trip through a cold storage area.



1. Follow the catwalk into a hallway, where a Bullsquid suddenly appears. Kill it and continue to a computer-filled room.



2. Kill Vortigaunts and Headcrabs in this room, and then charge up your HEV Suit with the HEV Station on the wall.



3. The room nearby has a Scientist. Listen to him, and then press a button on a control panel to open the door to a cold storage unit.



4. Enter the cold storage area. Run through it as quickly as you can, using a Combat Rifle to mow down Vortigaunts and Headcrabs that appear in front of you.



5. When you find a hole in the floor, drop down into it. Descend a ladder to a platform, and another ladder to ground level.



6. Round a corner to a long, crate-filled hallway. Vortigaunts materialize ahead and behind you. Kill them, and break crates for gear. Take the lift at the end of the hallway.



7. At the top, a Security Guard tries to give you a message, but unseen forces kill him before he can finish.



8. Arm yourself with a potent weapon (Combat Rifle or .357 Magnum) and walk down the hall to a big, open area. Then backtrack and watch the corner. There are three Assassins in this area; the easiest way to kill them is to wait in a safe area (where they can't sneak up behind you) and shoot them as they appear.



Laser Mines also work well against Assassins.



Map 7-5. Big room with Assassins.



9. If all three Assassins don't appear, cautiously walk around until you find them. Then retreat and fight them from a safe position.



10. Collect ammo and gear from this area by breaking crates and investigating a small room off to one side. Then go up the ramp at the center.



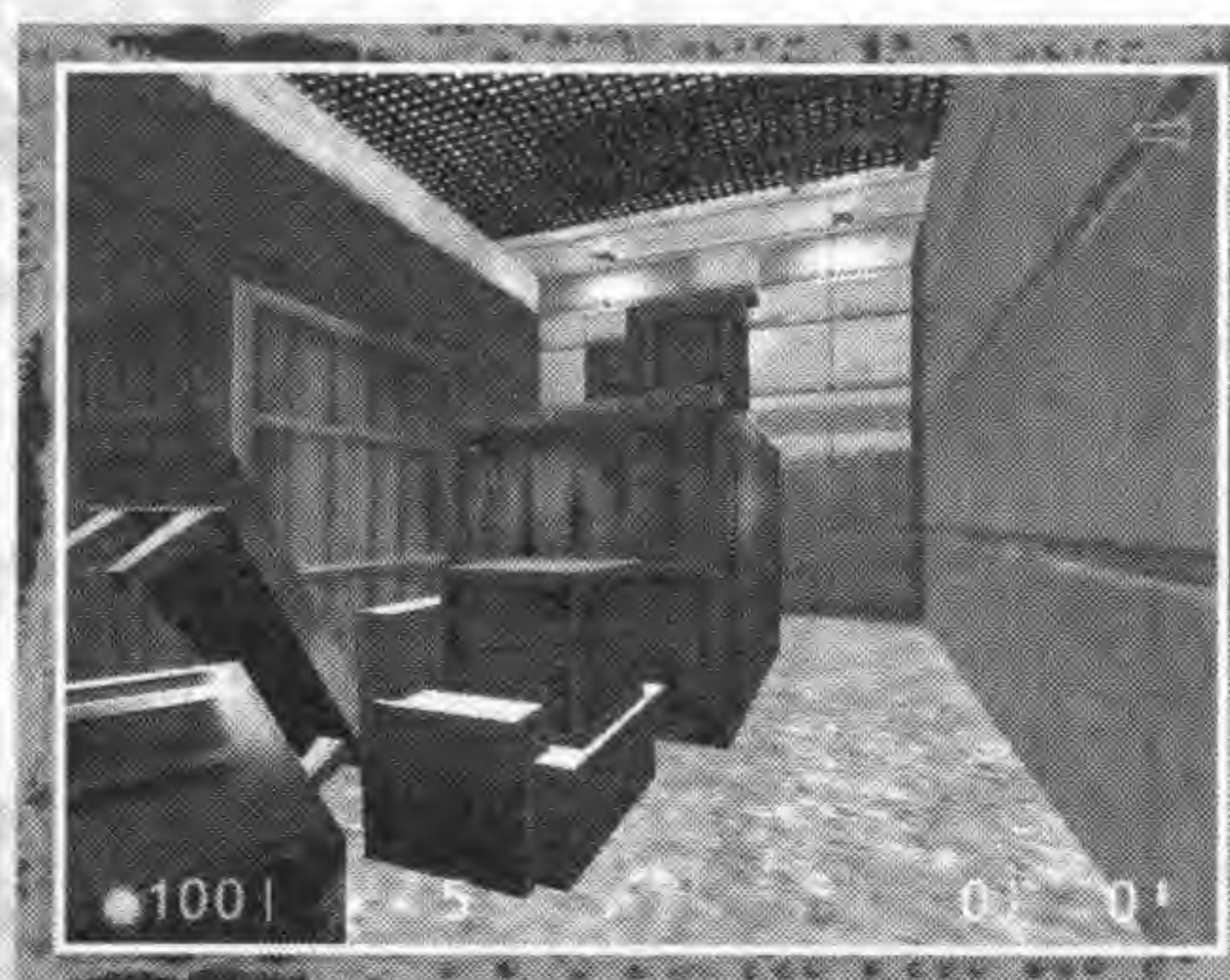
11. At the top, throw a lever labeled "Surface Access." Go back down the ramp.



12. Two large doors labeled "Surface Access" have opened. Take either; they both lead to the same place—a small room. When you enter the small room, the lights go out: You've been captured.

Escape

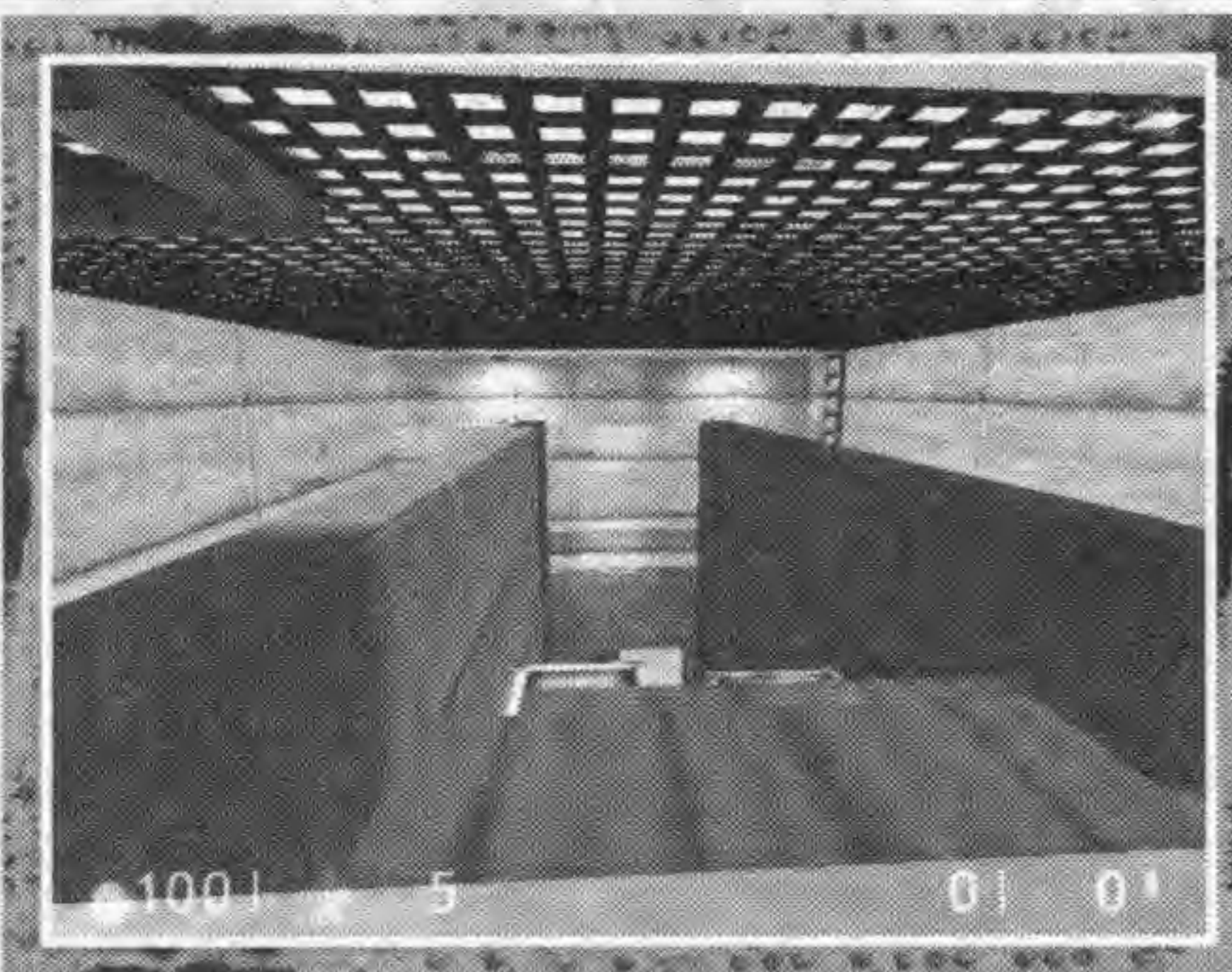
Okay, so a bunch of Grunts knocked you out cold, dragged you away, and threw you into a trash compactor. But you're a tough guy, and you'll get out of this jam.



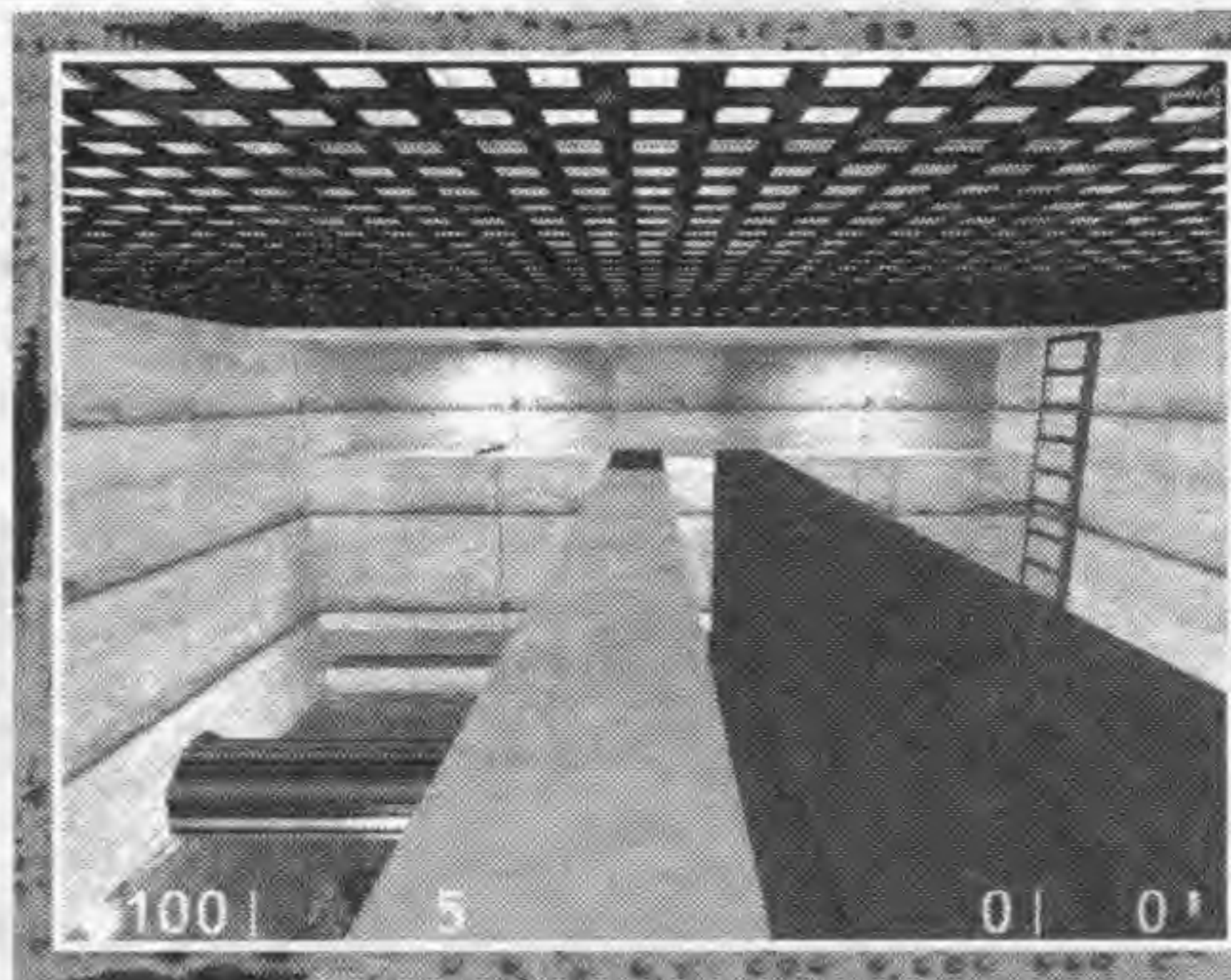
1. You wake up in a trash compactor. The walls start closing in. Immediately start climbing the mountain of boxes, jumping from lowest to highest.



You've got time to do this, so don't panic. Just concentrate on jumping from box to box. Don't forget to crouch as you jump for extra lift.



2. From the top box, leap to the trash compactor's edge. Stand up and watch the compactor slowly crush all the boxes.



3. Walk across the metal crushing arms of the compactor itself, all the way to the other side of the room.



4. Pick up a Crowbar on the ledge you just walked to; then descend a nearby ladder to the floor of the compactor.



5. Break a floor grate and drop into a tunnel. Walk toward the light at the end.

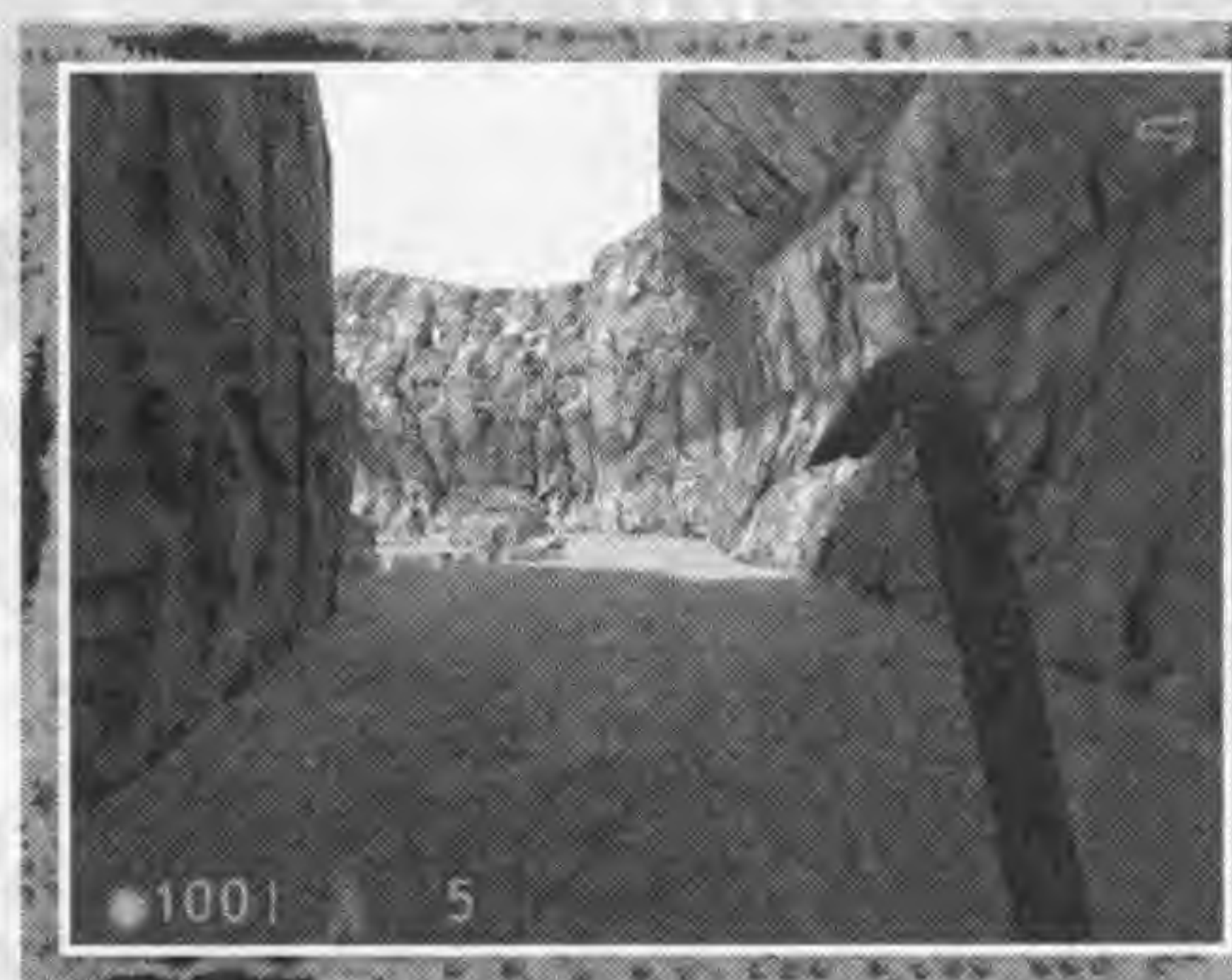
RESIDUE PROCESSING

You've escaped from the Grunts' clutches—but you're practically weaponless, and it'll take awhile to replenish your arsenal.

Into the Fire



Map 7-6. Outdoor area with silo.



1. Your first step is to infiltrate an industrial complex. The tunnel carries you out into a rocky valley. Proceed through the valley, killing or avoiding Headcrabs as you go.



2. Locate the valve wheel labeled "Flow Control;" it's stuck to the side of a silo. Turn it fully, and then climb a nearby ladder as quickly as you can. Leap down onto a descending platform.



3. At the bottom, leap into a dark tunnel and follow it to the end. Break a grate to enter a big room with a vat of toxic waste. You'll see a Security Guard shoot some Headcrabs and then flee.



Map 7-7. Large room with vat, plus the corridor the Security Guard ran into.



4. Follow the Security Guard through the doorway, picking up a Pistol Clip from the ground. Round a corner. A Barnacle snatches the Guard. Wait as the Barnacle digests him, and then spits out his Pistol.



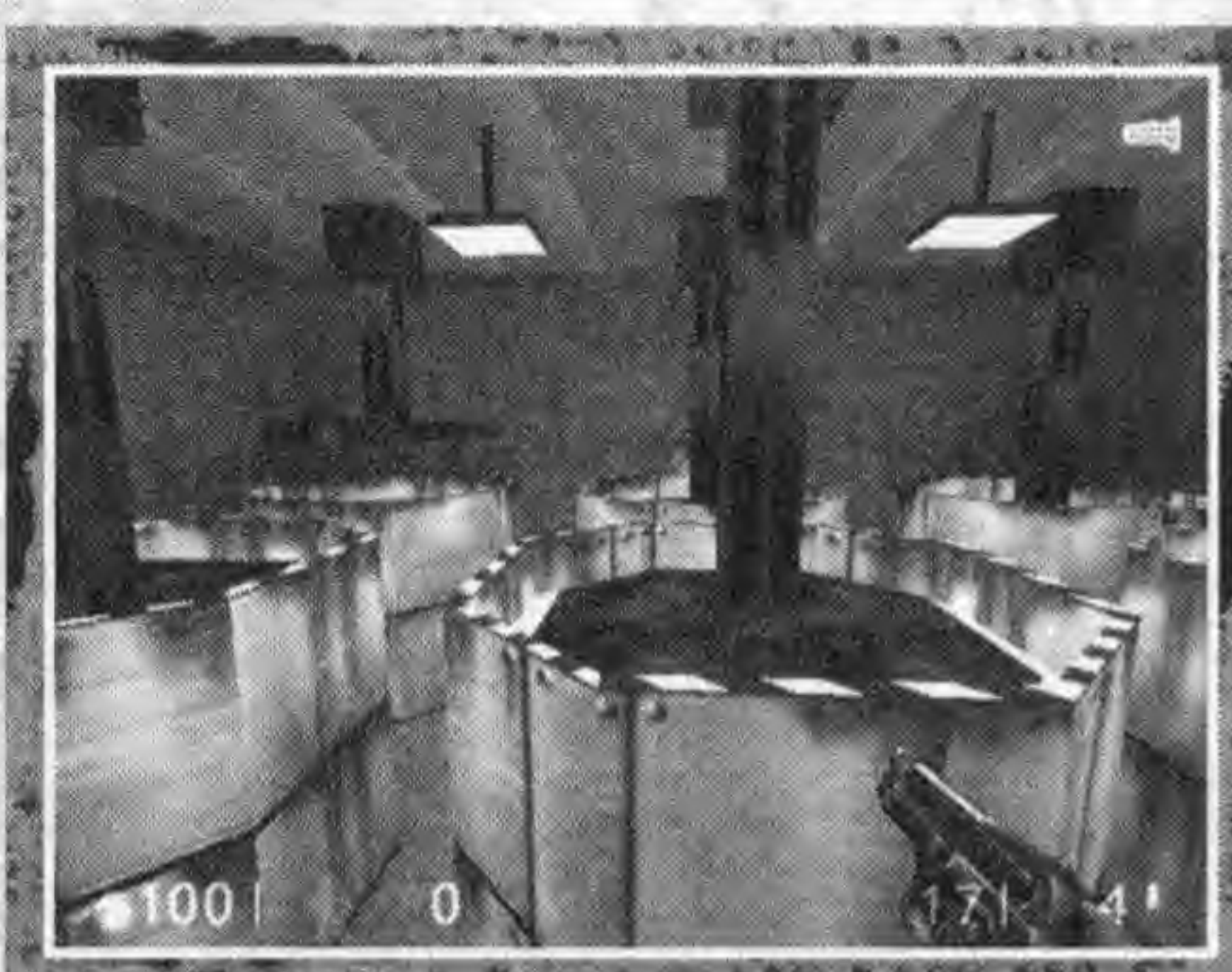
5. Collect the Pistol from the floor, being careful to avoid the Barnacle.



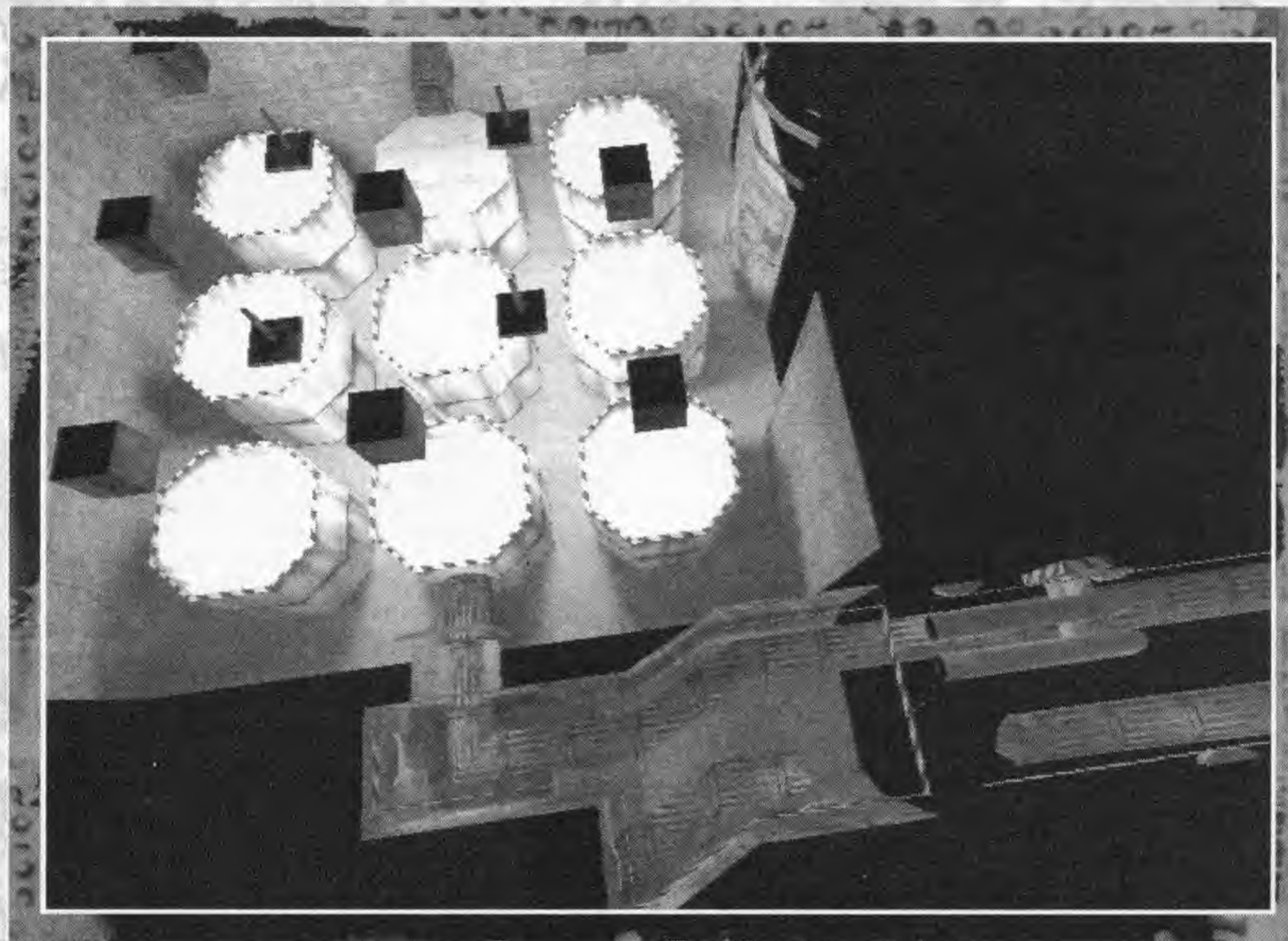
TIP
If the Barnacle catches you, you can kill it with your new Pistol before sustaining serious harm.



6. Return to the room with the vat of toxic waste, and climb a ladder to the top. Jump across the floating chunks of who-knows-what, and crawl through the pipe on the other side.



7. You emerge atop a vat in a room full of vats. Hydraulic presses move up and down. You must jump from vat to vat, straight across the room, into a red tunnel.

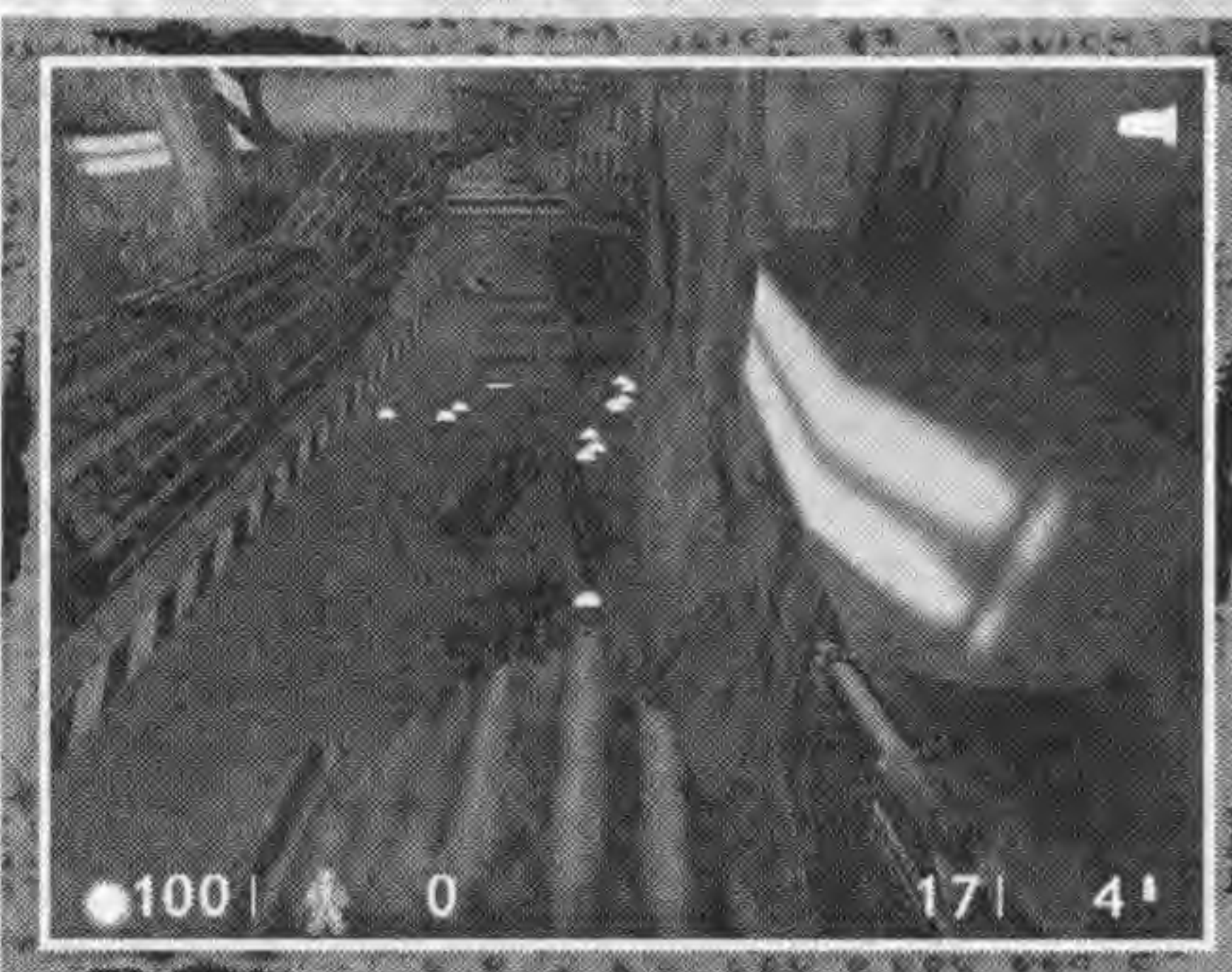


Map 7-8. Vats that you must jump across, plus red tunnel.

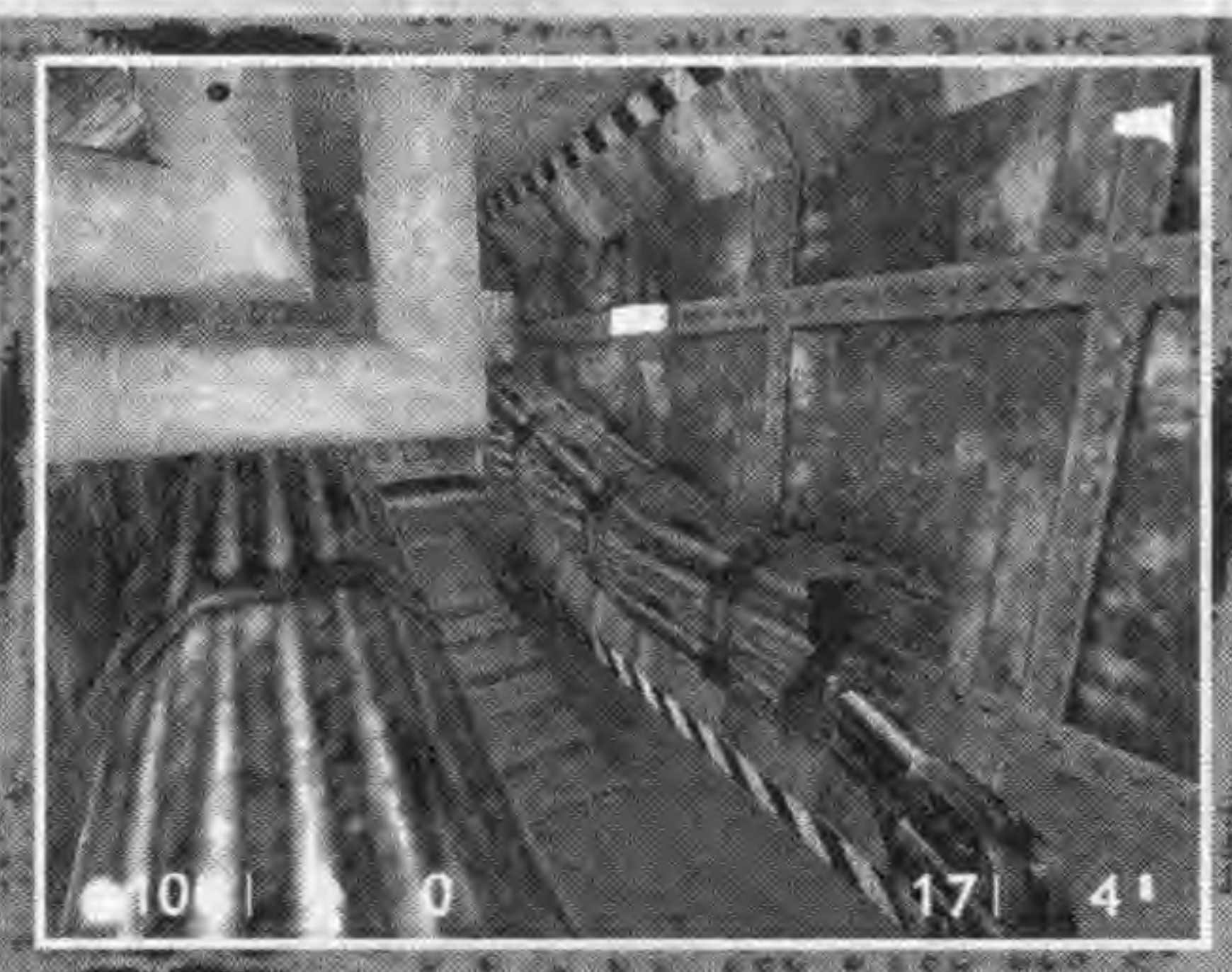


The vat edges are slippery, so jumping on them is a bad idea. Instead, jump on the presses moving up and down above the vats. Jump on them as they're moving up, not down, so you don't get dunked. If you fall off, climb a ladder to the first vat.

The rest of the level contains maintenance tunnels that lead to previous parts of the level. Don't be curious about where these tunnels lead; there's no reason to take them.



8. Through the red tunnel is a room where two pipes lead down a long corridor. Walk along the right-hand pipe and it'll collapse.



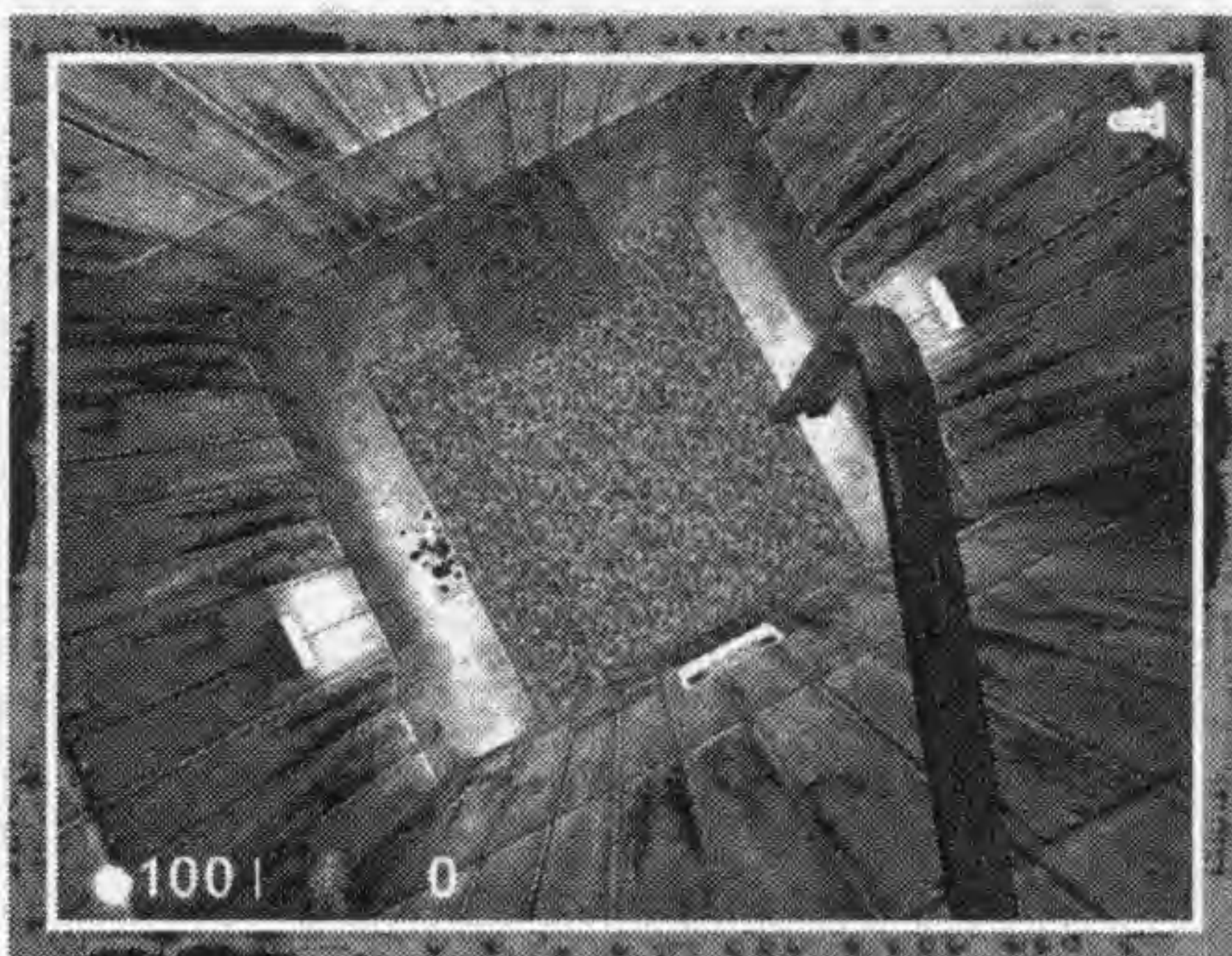
9. Climb a ladder and follow the left pipe. Leap from the left pipe to the far edge of the right pipe (beyond the broken part), and follow it around a corner.



10. You're in a room with two vats. Jump across them by leaping onto the mixers stirring them. Then crawl into a pipe at the other end.



11. Follow the pipe to a room filled with crates and conveyor belts. Jump down and break crates to collect ammo; then jump back up to the conveyor belts and let them carry you through a hole near the ceiling.



12. The conveyor dumps you into a pool. Go down an incline into another pool. Get out of the water before you get sucked in and crushed by a rotor.



13. You're now on one of two short walkways that flank the rotor. Walk to the other side of the rotor, and then reenter the water. Swim under a low wall, and then back up. Surface on the other side.



14. You're in an area with a spinning rotor to the left and an open waterway on the right. Follow the open water, ducking under flame jets.



As you go through the water, you can sneak into an alcove on the right with a First Aid Station.



15. Follow the underwater tunnel as far as it goes.

Machine Madness

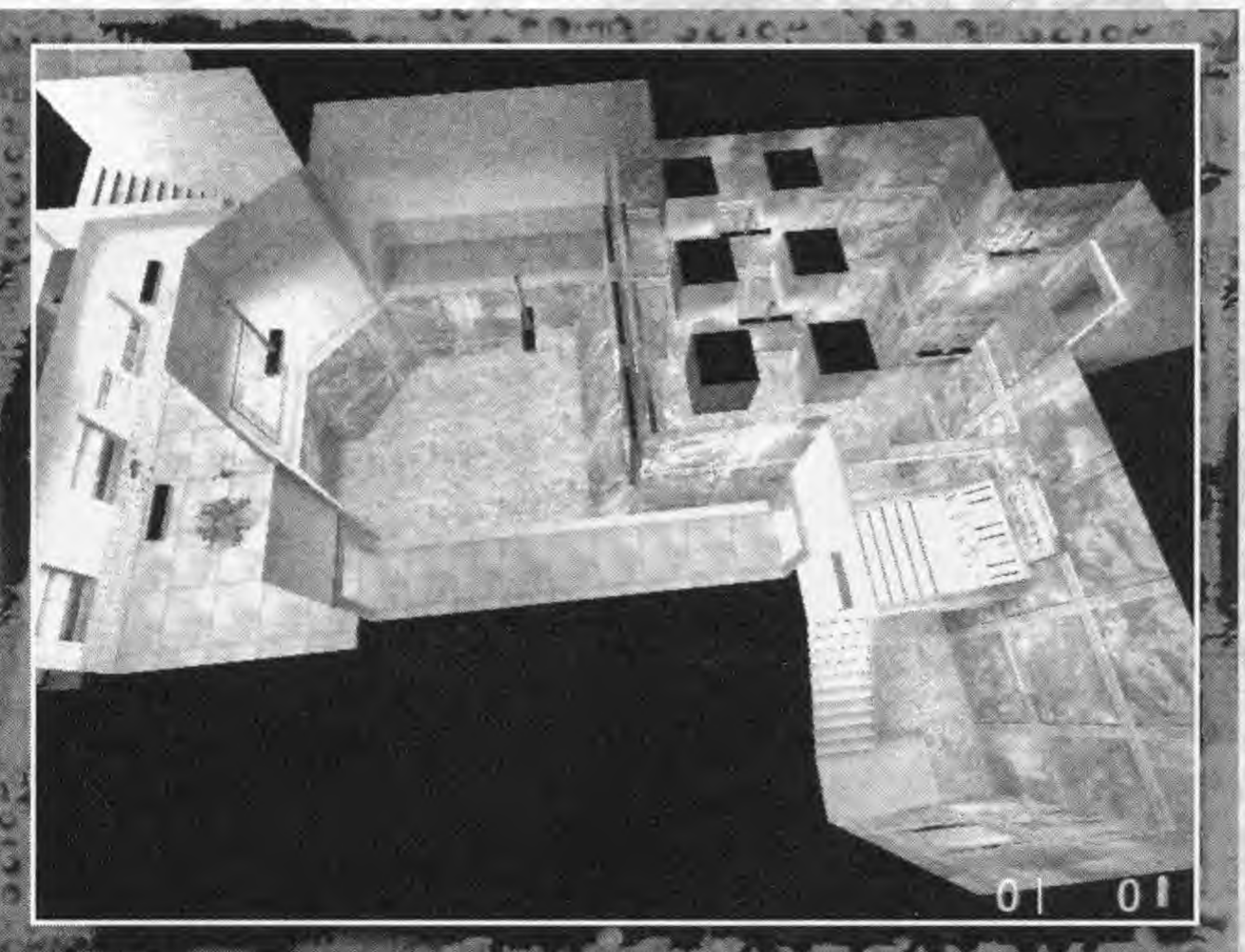
The next few areas are almost cartoon-like: You'll travel on conveyor belts, avoiding giant steam hammers that threaten to smash you flat.



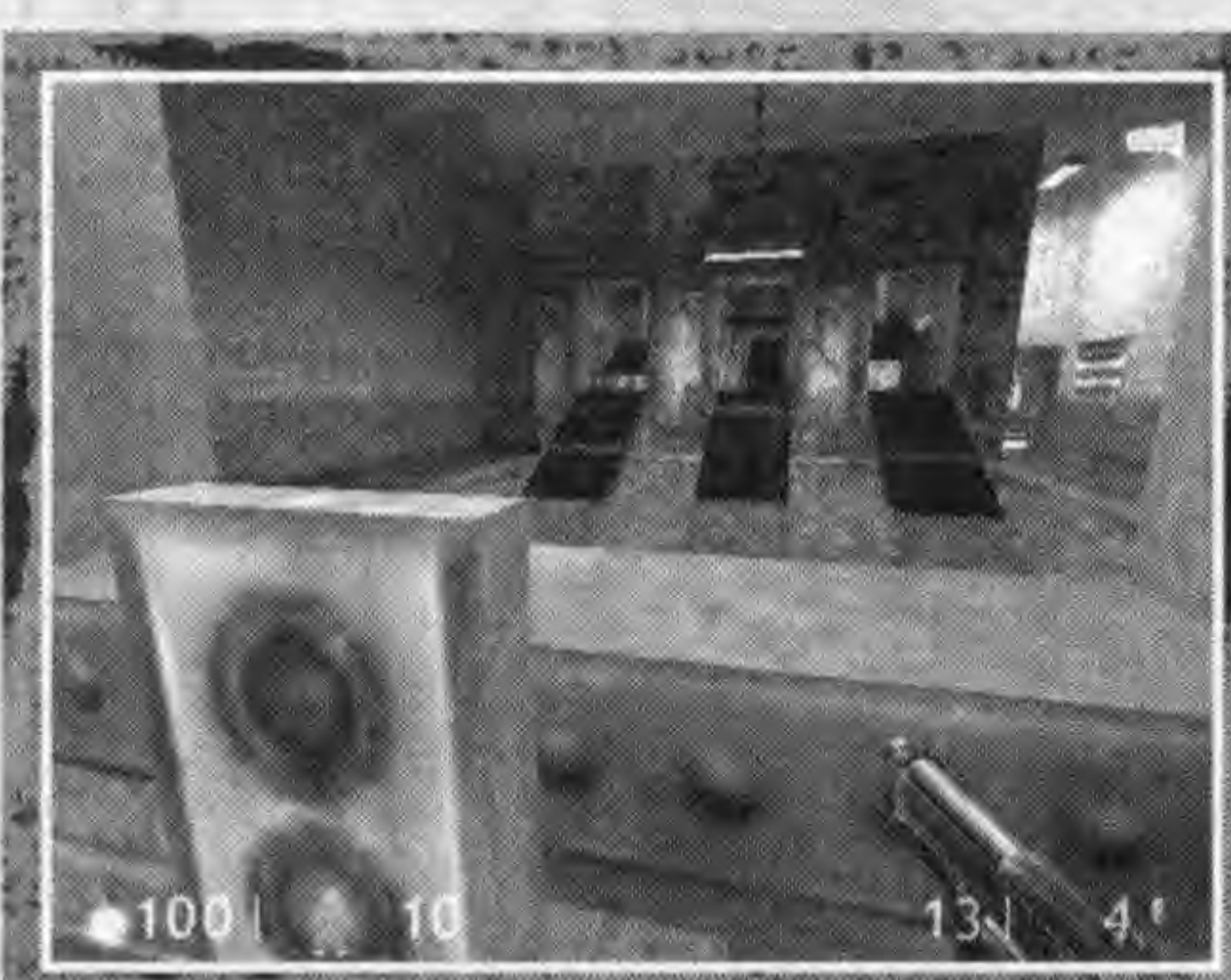
1. Get out of the water. Behind you is a small guardroom with a Bullsquid. Kill the Bullsquid with the .357 Magnum you find on the floor, and pick up the Batteries, Satchel Charges, and other useful items in here.



2. Walk to the right. Find three levers labeled "Conveyor Control." Flip the middle lever, so that all three are in the up position. Also, shoot a Bullsquid in the water.



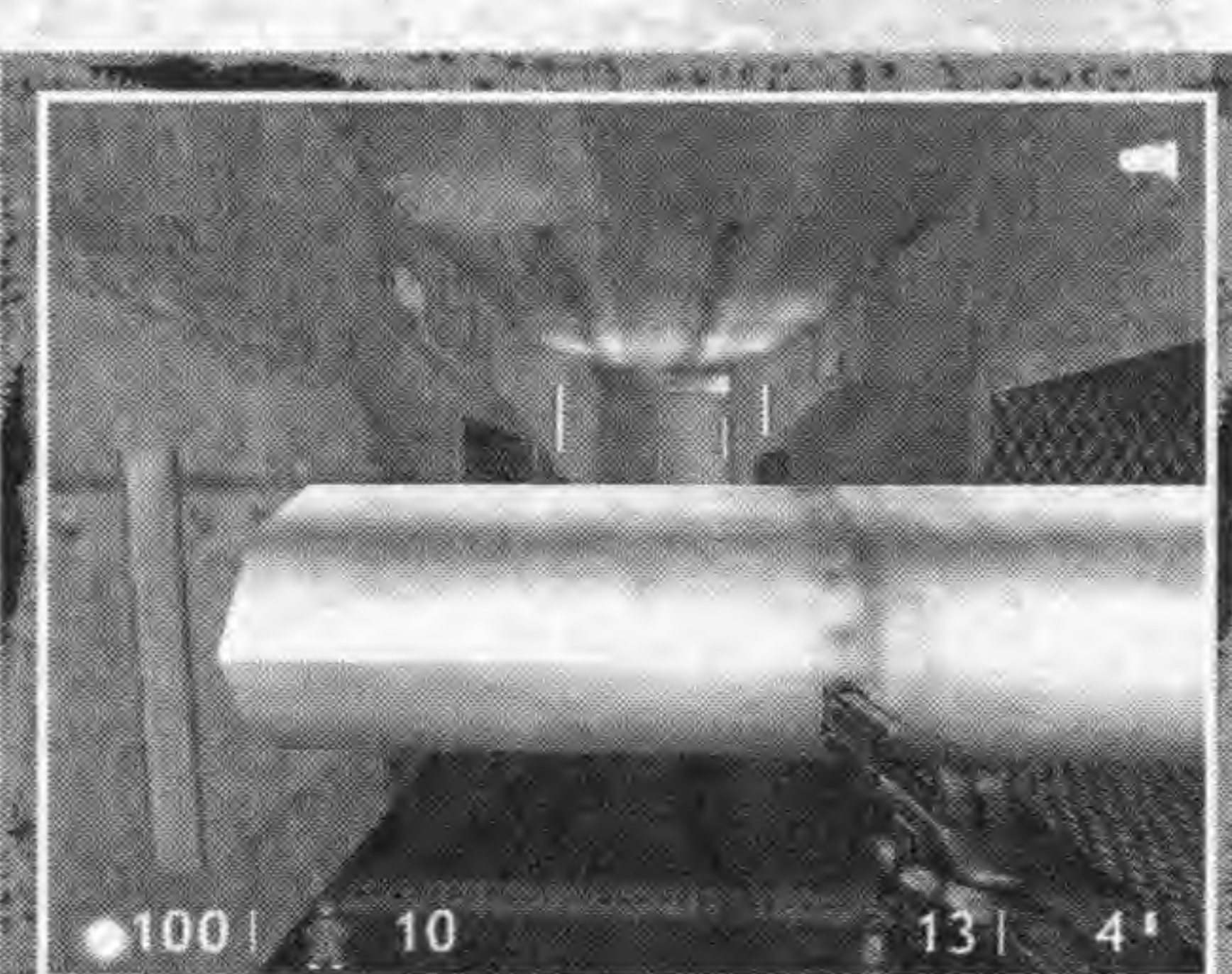
Map 7-9. Conveyor belts with steam hammers and the adjoining area.



3. Return to the guardroom where you found the .357 Magnum. Locate a wall button that faces three conveyor belts. Press it to temporarily halt the steam hammers. Try to press it when the hammers above one conveyor belt are at their highest point.



4. Quickly jump onto the conveyor belt. Crouch as you ride under the hammers and into a new area.

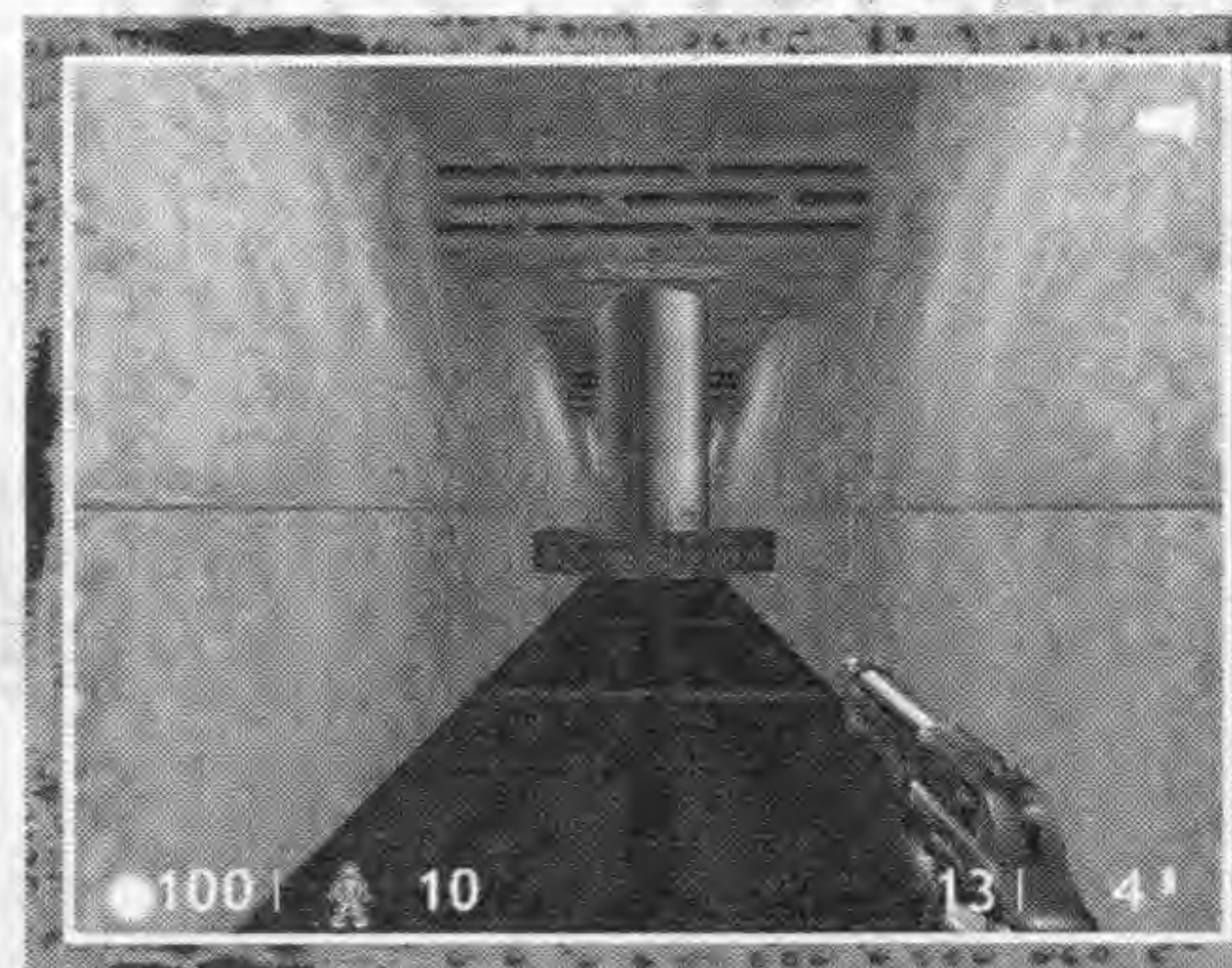


5. The conveyor belt takes you into an area where massive metal pistons slide in and out of the walls. Avoid them as you move down the belt.



A good strategy is to run up to a piston and push against it while it blocks your path. Then, as it slides back, you'll burst forward and past it automatically.

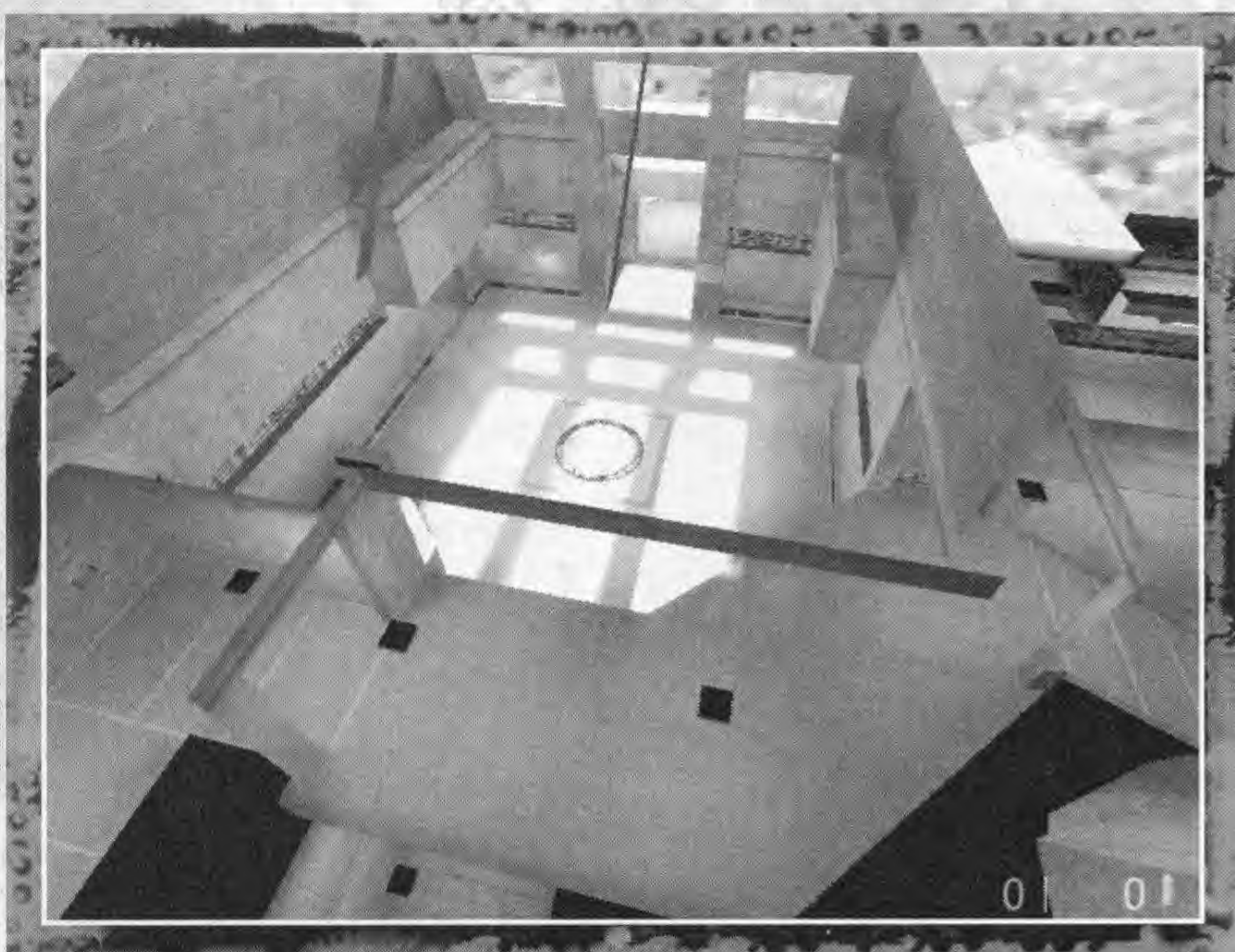
This technique also works for the steam hammers ahead.



6. Past the pistons is a row of steam hammers. Avoid them and continue down the conveyor belt.



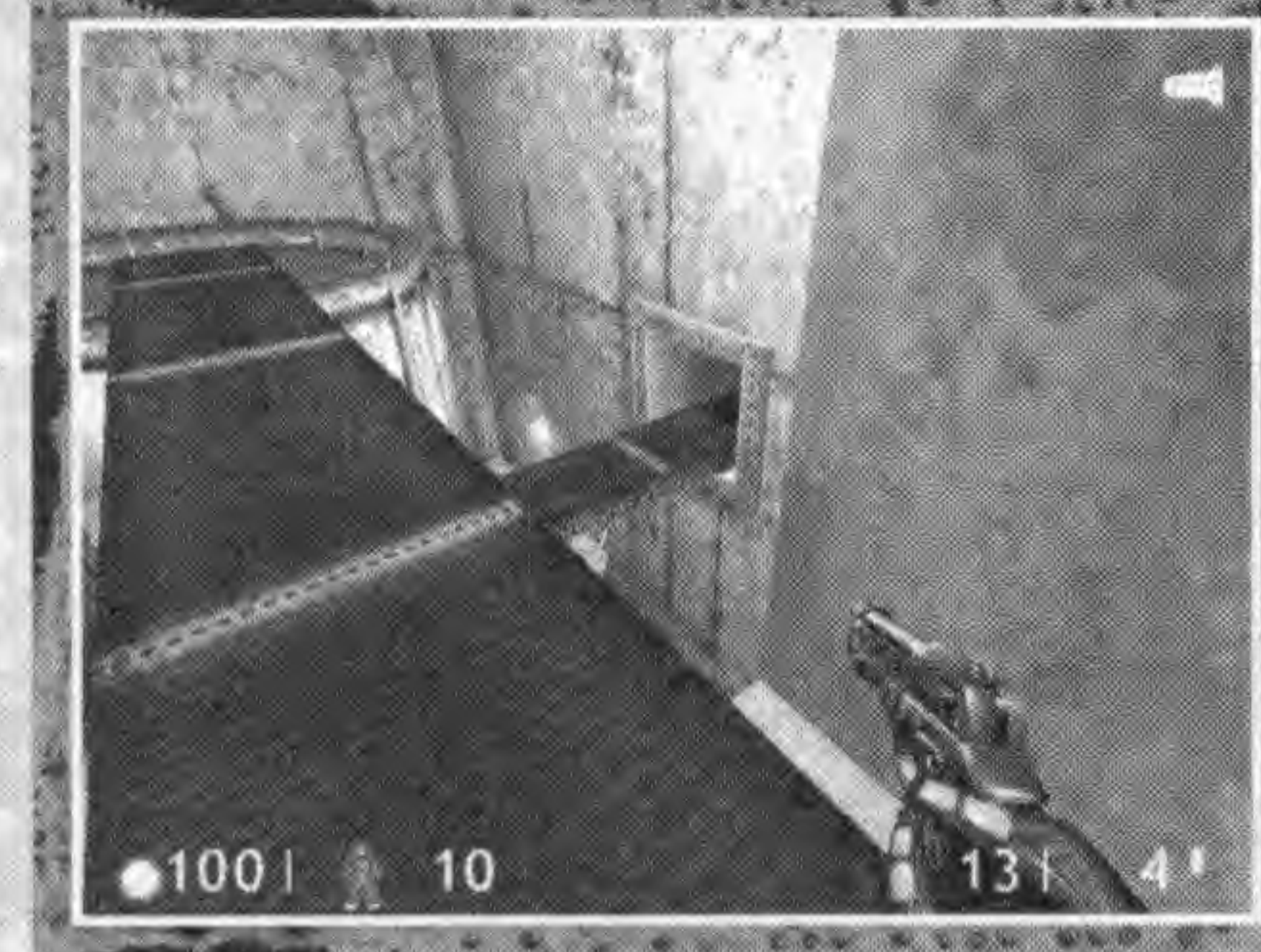
7. The belt carries you into a large room and approaches a vat of toxic waste. Below is another conveyor belt. Drop onto it.



Map 7-10. Conveyor belt area.



Things get tricky as you drop from one conveyor belt to the next. If you fall, you can locate a flight of stairs that leads back up to try again.



8. Let the new conveyor belt carry you through a red tunnel. Past the tunnel, you'll approach another conveyor belt. Drop onto it.



9. After passing through a short tunnel (you must crouch to get through), drop to yet another conveyor belt.



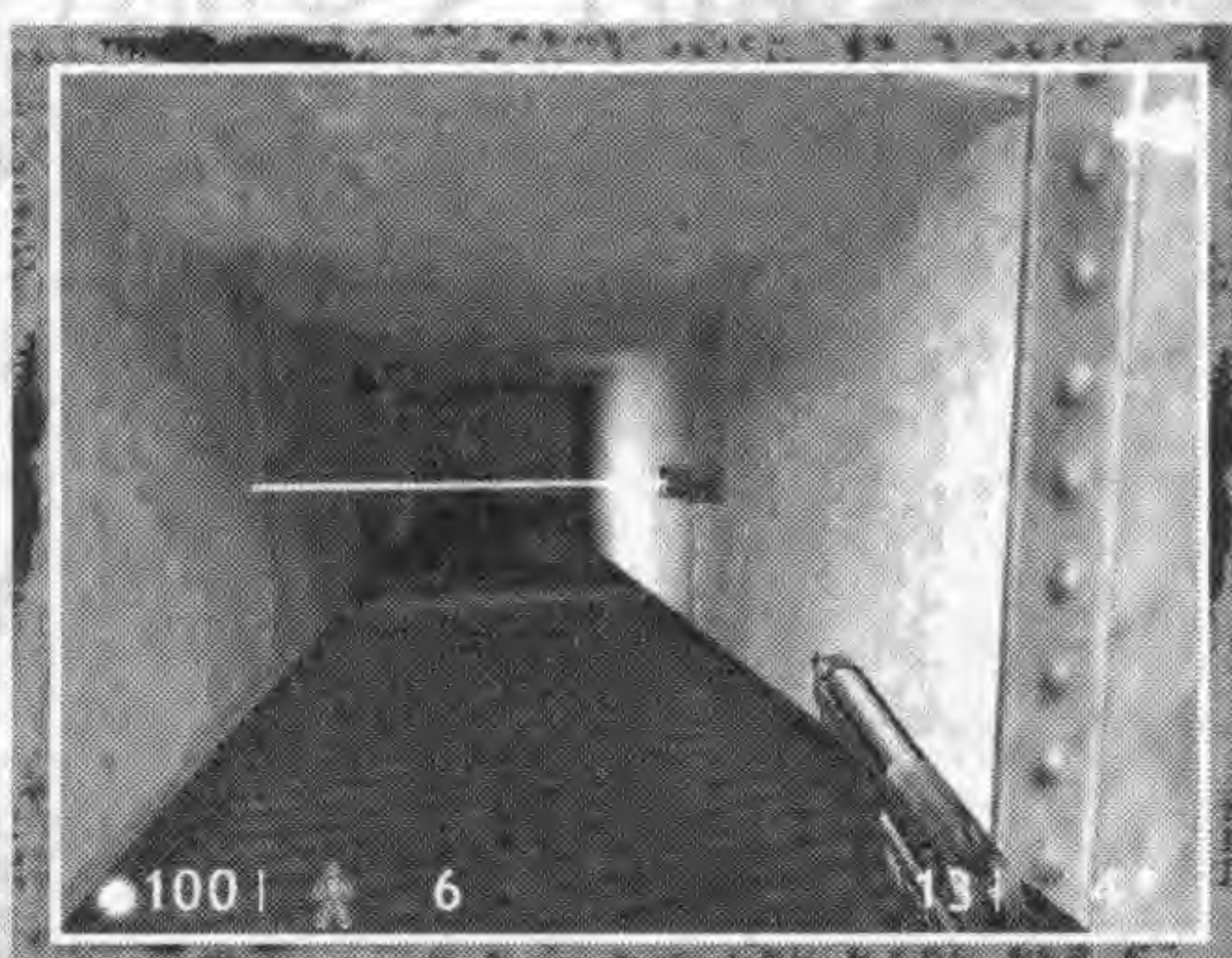
10. This belt takes you through a red-hot tunnel, where you'll take fire damage. Run along the belt to get past the flames quickly. At the other end, drop to another conveyor belt.



11. Drop from this belt to another belt beneath you.



12. You'll approach a spot where there are *two* conveyor belts beneath you, and you must decide which to drop onto. Drop to the first belt you pass over.



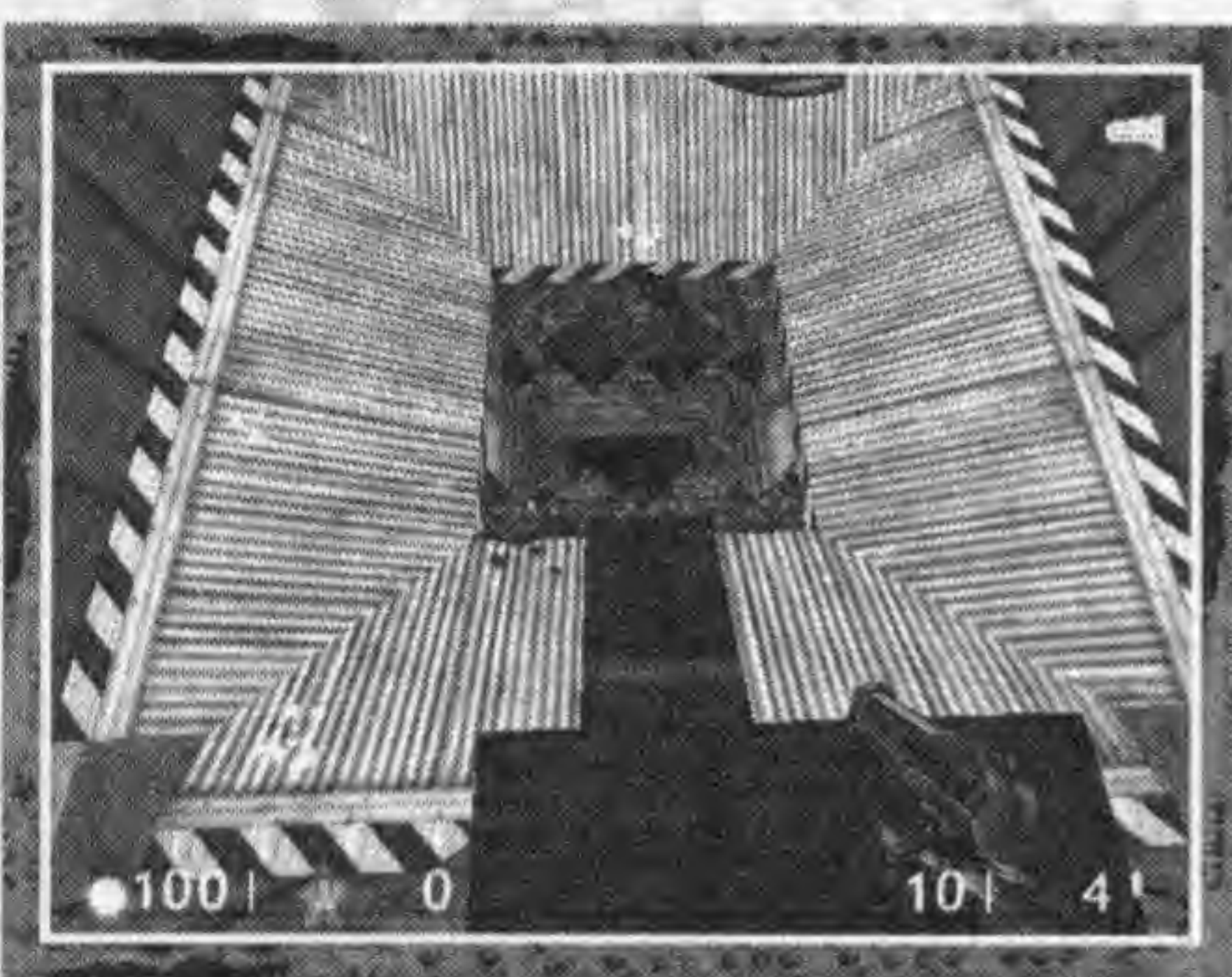
13. This belt tries to drag you into a tunnel with a Laser Mine in it. Slowly walk backward as you face the Laser Mine, and shoot it from a safe distance. This is easier if you turn on your Flashlight, and if your Crosshair is enabled.



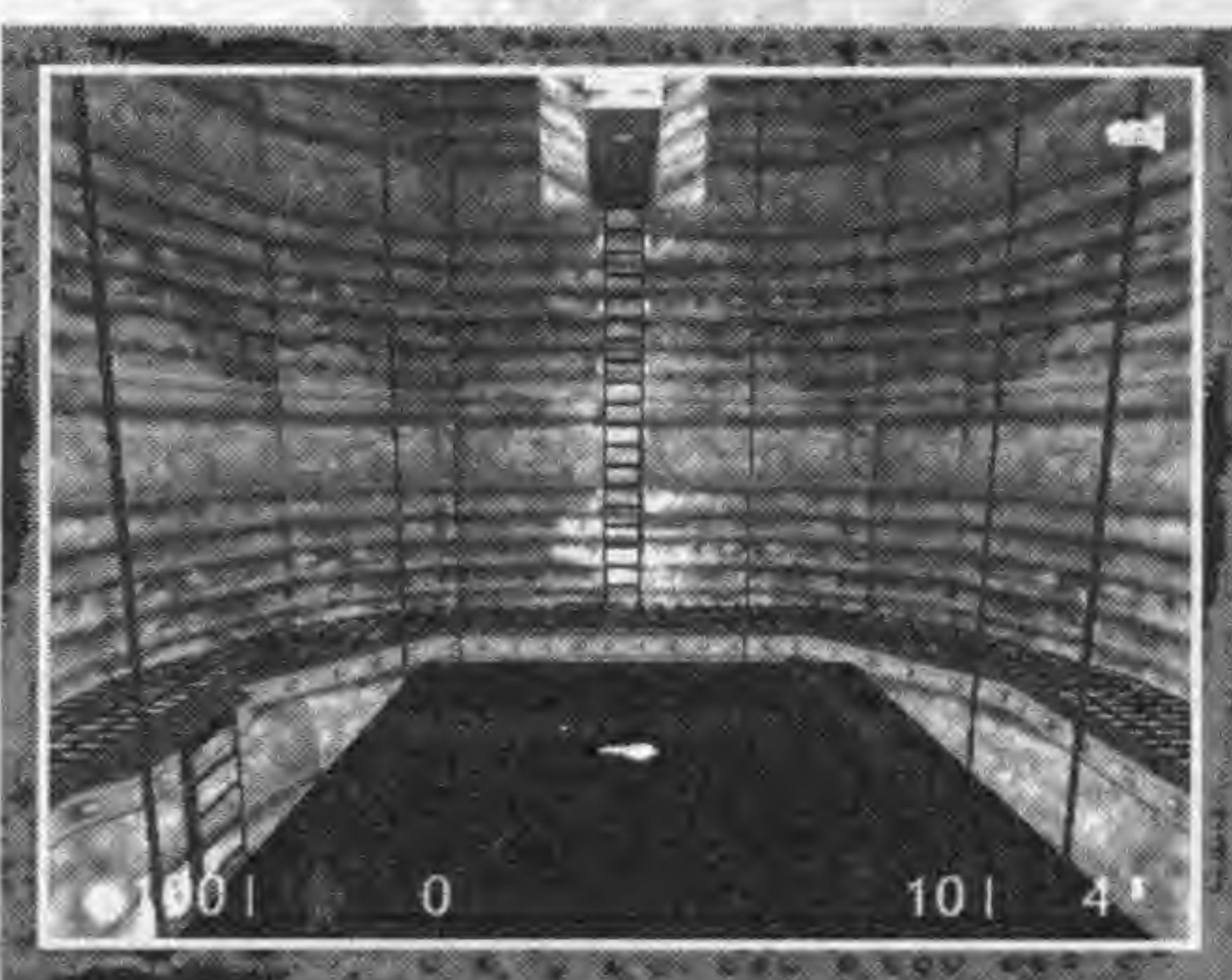
14. Now go around the corner and shoot the Mine while crouching as far away from it as possible. You will take some damage.



15. Now let the conveyor belt take you into the tunnel. Around the bend are massive rollers. Jump back and forth between two conveyor belts to get past them.



16. The belt ends above a massive cutting device. Drop down beside the cutter, and then jump through the cutter itself. (Time your fall so you don't get sliced in half.)



17. You'll fall onto another belt that leads to a pit of waste with Barnacles overhead. Leap from the end of this belt to a ladder.



18. Climb the ladder into a red hallway. Follow the hallway to the next level.

QUESTIONABLE ETHICS

This level takes you through a research facility that studies aliens. It's not impossible if you take it slowly.

Early Findings

You enter this level through a cage full of Houndeyes. Prepare to slug it out!



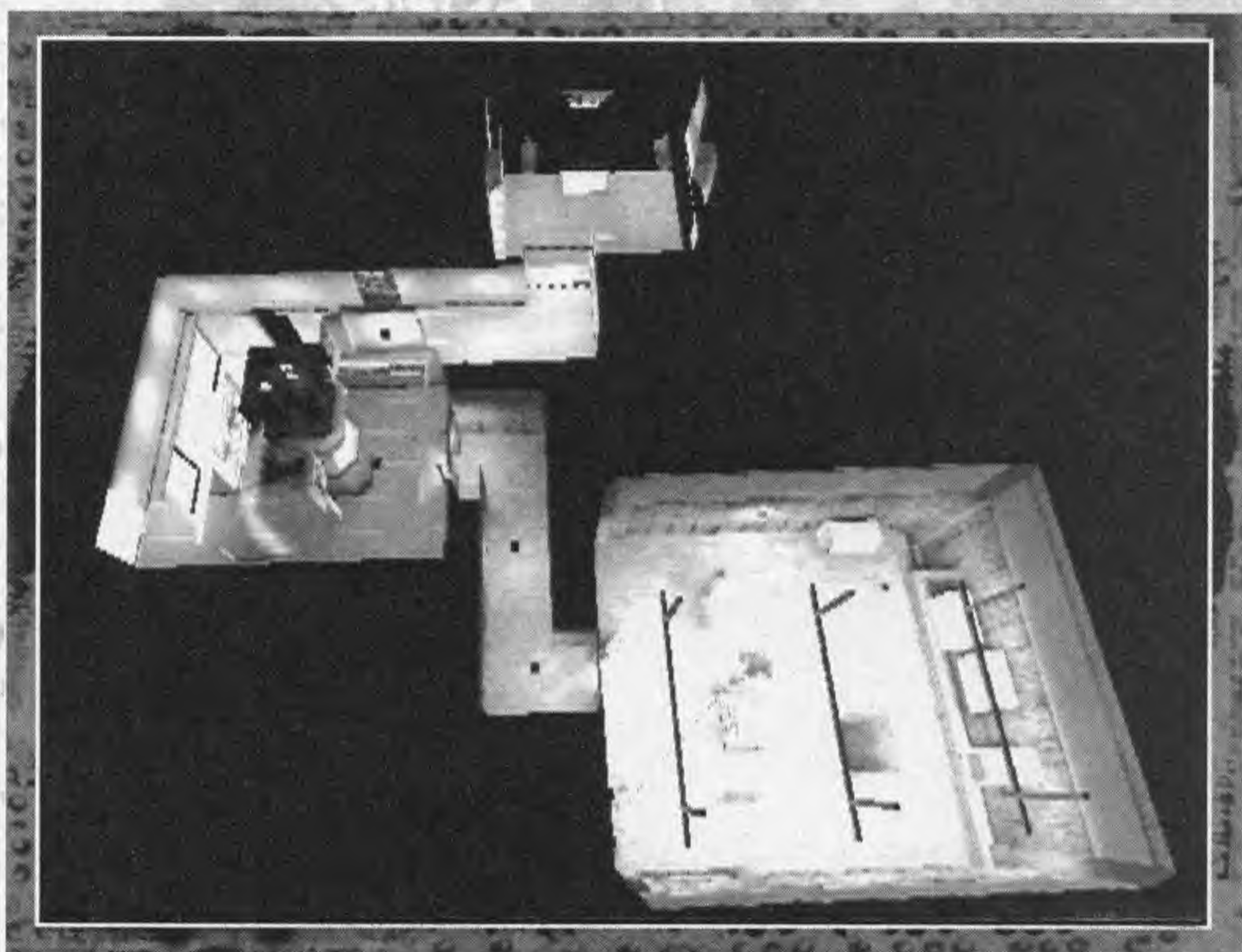
1. Follow the red hallway to a ladder. Climb it and smash the grate at the top.



2. Upstairs, kill the Houndeyes. Run around to minimize damage.



3. When all the Houndeyes are dead, look at the electrified metal fence. At the top-center of the fence is a knob with an electrical wire attached to it. Shoot the knob until the electricity no longer flows to it.



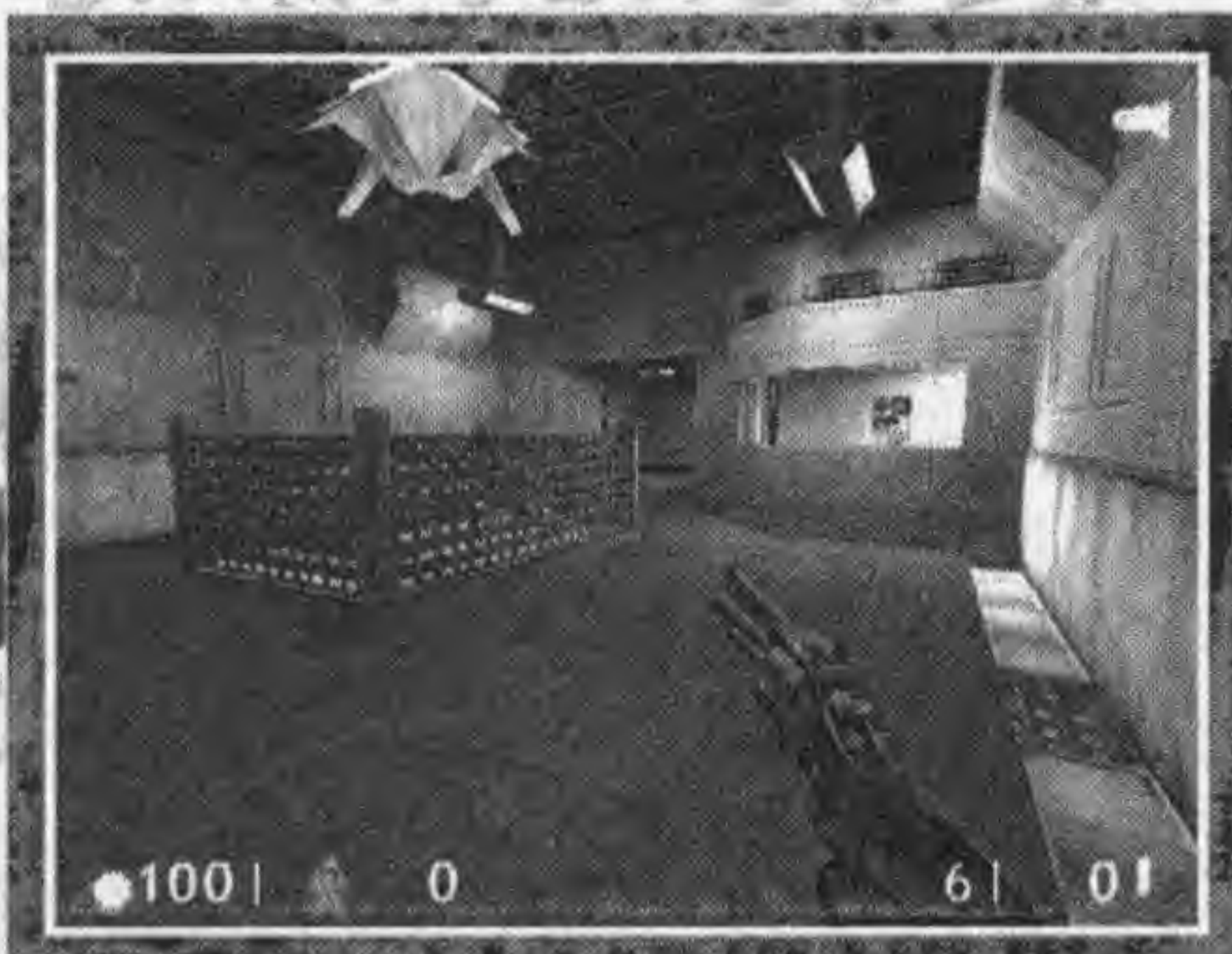
Map 7-11. Houndeye pen (bottom right) and the Alien Grunt room.



4. After shooting the knob several times, a door in the fence slides open. Walk through it and regain health from a First Aid Station.



5. Follow a corridor to a room with an Alien Grunt trapped in a containment tube. Break the glass protecting a red button on the wall; the Alien Grunt escapes. Kill it swiftly with .357 Magnum shots.



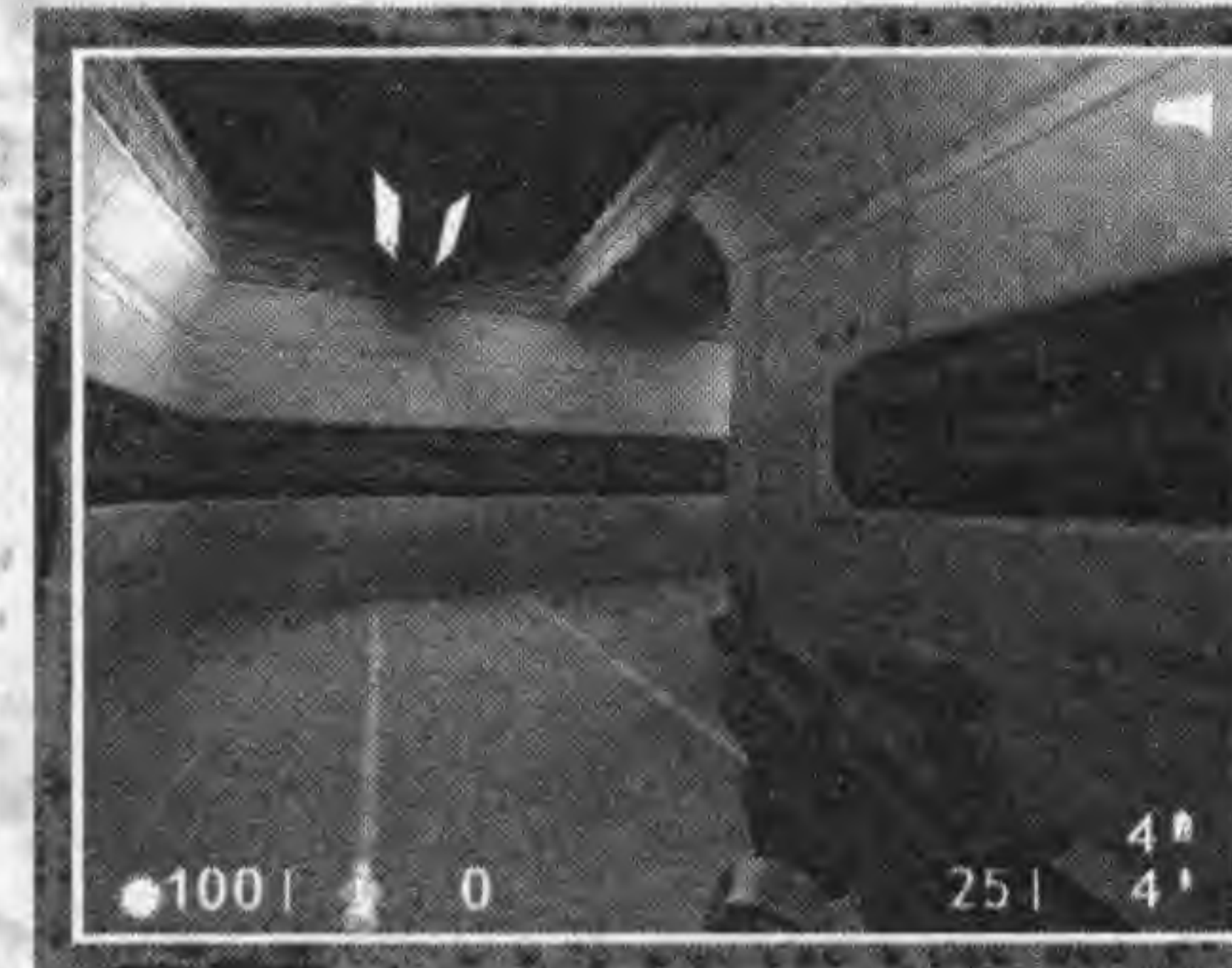
6. When the Grunt is dead, go through the newly opened door into a new hallway. You'll arrive in a room with a pen of Headcrabs and a booth in the corner.



7. Enter the booth and press the button. Watch as the door to the booth seals shut, and an energy pulse kills the Headcrabs.



8. When the Headcrabs are dead, approach the exit. A Grunt stands in the doorway. Immediately turn and run back into the booth and press the button again. The energy pulse kills the Grunt.



9. Collect the Grunt's Combat Rifle and proceed down the new hallway.



10. Around a corner, you'll find a Security Guard. Listen to him, and then have him follow you.

To the Entry Hall

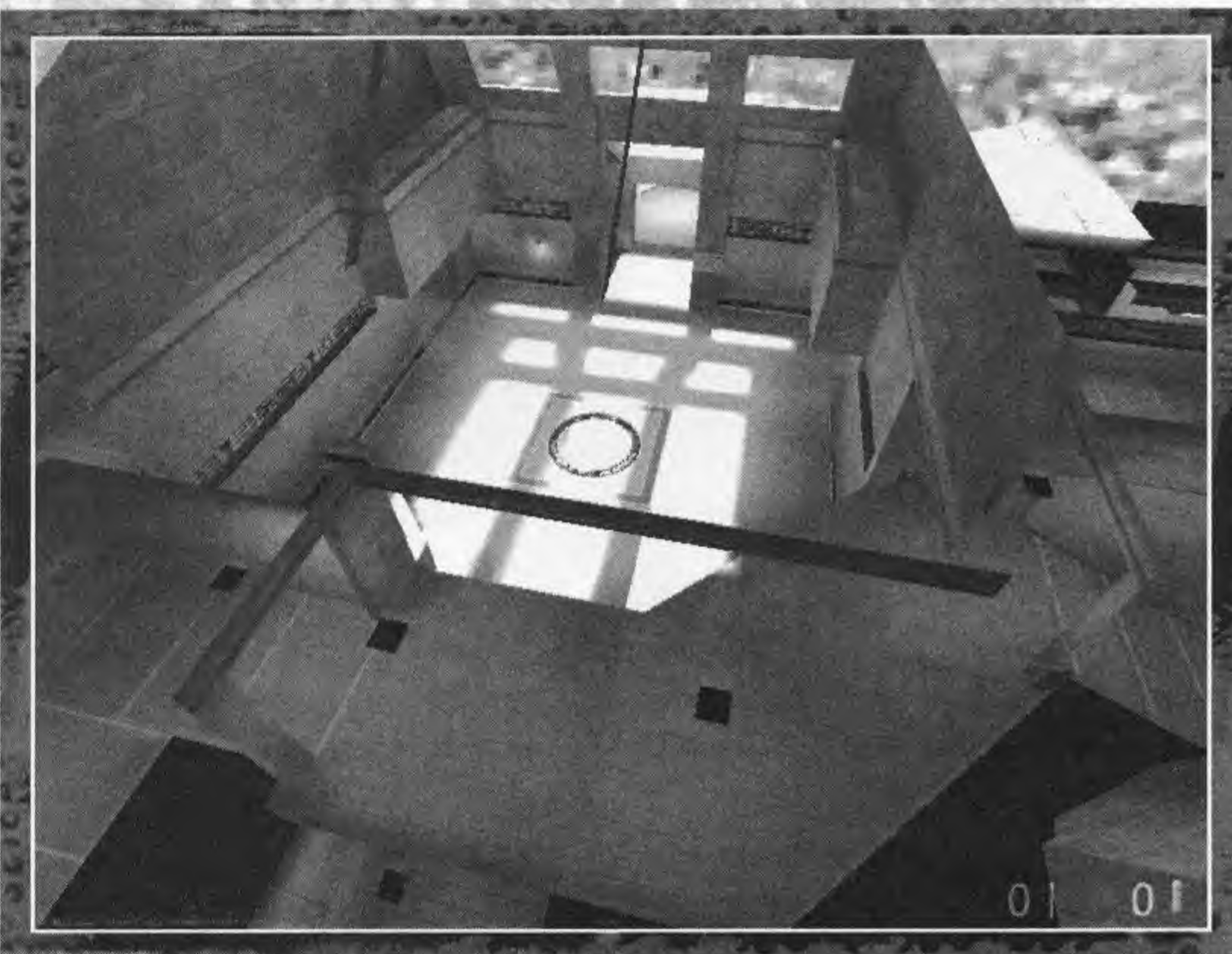
You'll make your way to the main entry hall of the alien research facility.



1. Follow the corridor into a large entry hall. Kill a pair of Grunts in the foyer, and then kill a third Grunt that runs into the area. Get their weapons, including a Shotgun.



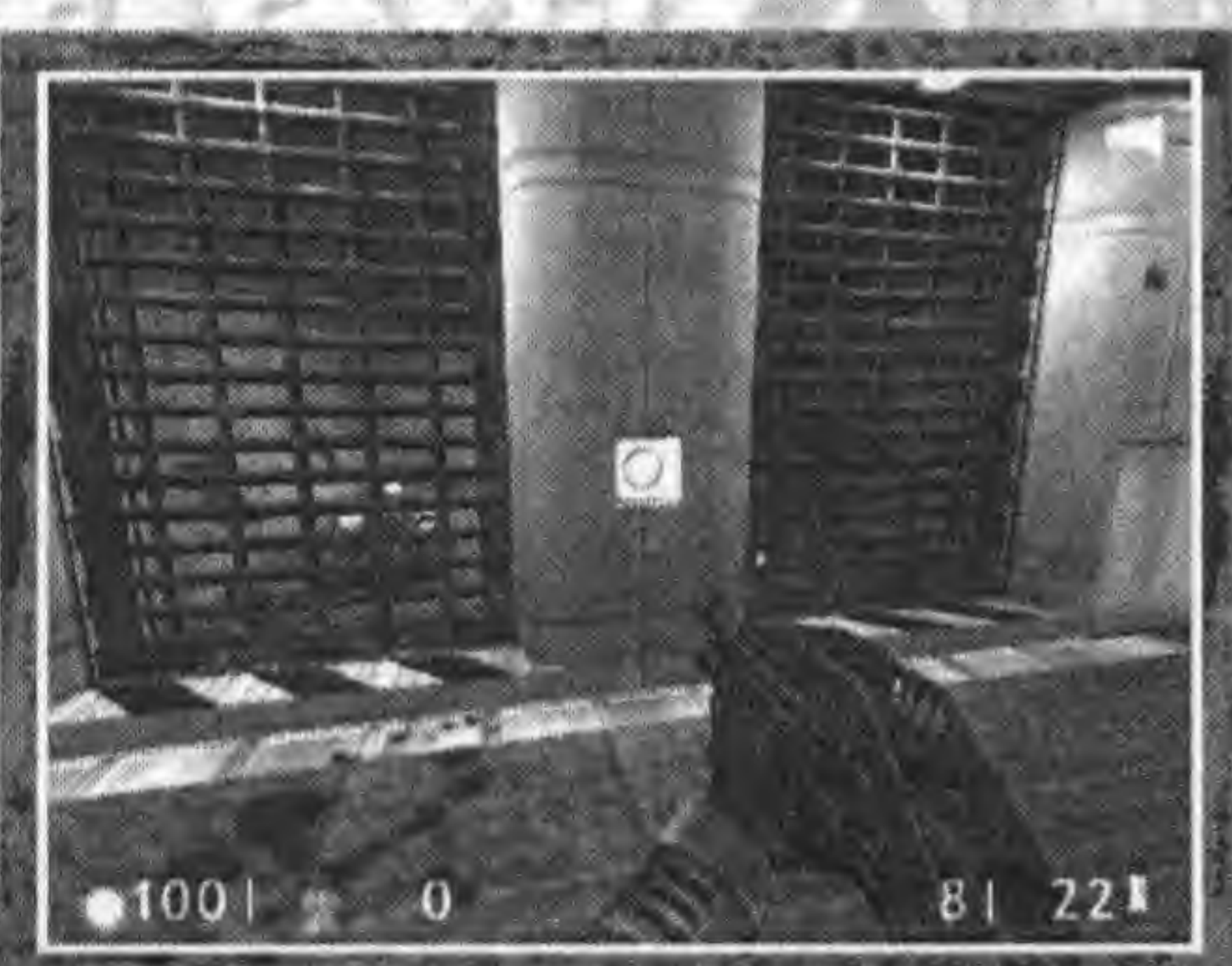
TIP
The entry hall contains a Retinal Scanner and a door leading out. This is where you'll exit the level later. Remember this place.



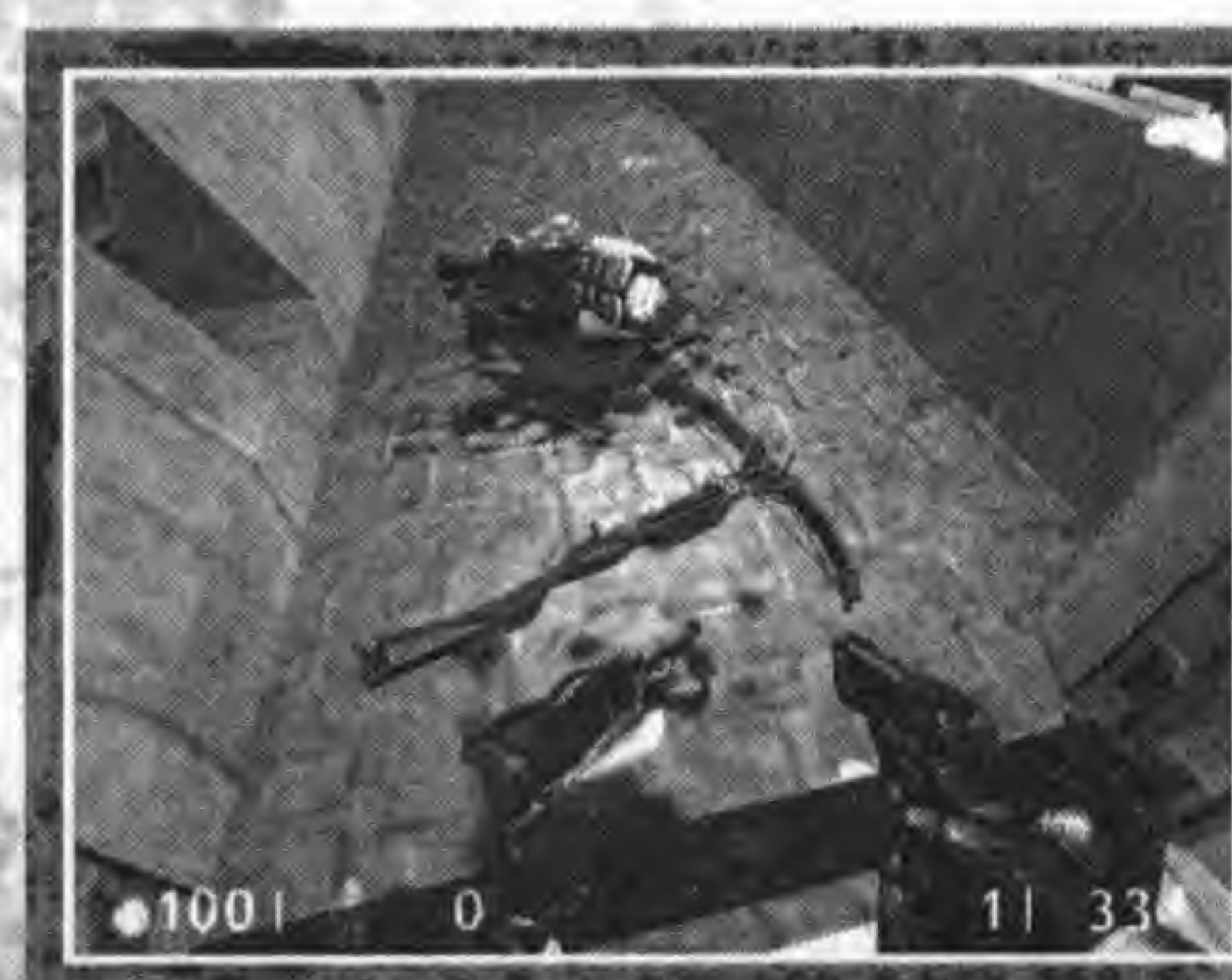
Map 7-12. Entry hall and surroundings.



2. Charge up at an HEV Station, and then proceed across the entry hall. Take a short flight of stairs to a balcony.



3. Upstairs, walk into a room—but make sure you leave the Security Guard behind. Press a wall button to release Headcrabs, and then enter a booth in the corner and press a button to fry most of them with an energy pulse.



4. Kill any remaining Headcrabs, and then enter the two chambers they occupied. You'll find a Crossbow in one, and some Snarks in the other. Take both.



Conserve your Crossbow bolts from this point on. Don't let your ammo go below 10.

The reason for this is simple: In the next level you must kill a tough Ichthyosaur, and the Crossbow is the only effective weapon you can fire underwater.



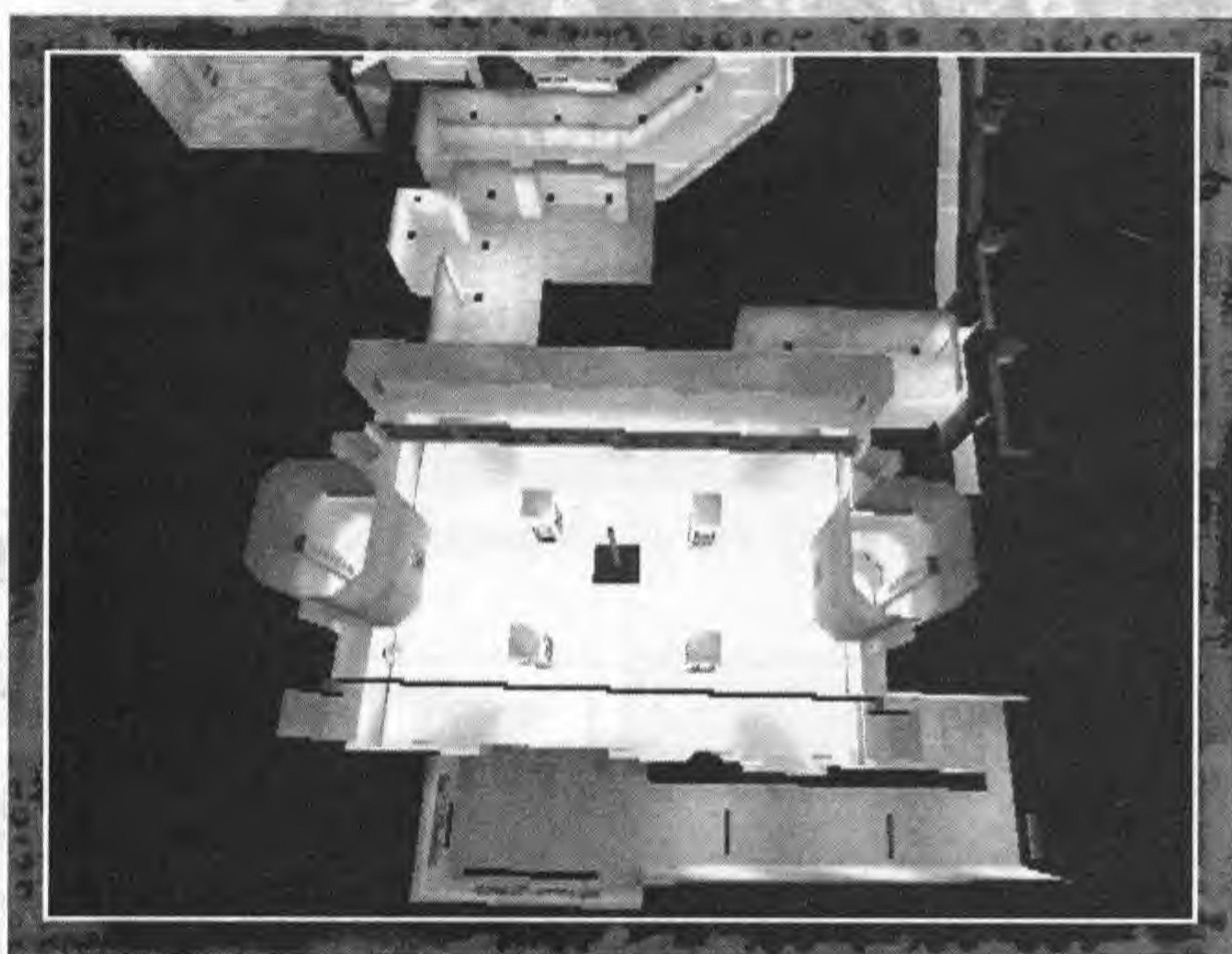
5. Follow a new corridor (take along the Security Guard if you left him behind earlier) and descend some steps to a T-junction. Take a right, and kill a pair of Grunts.



If you take a left at the T-junction, you'll just end up back at the entry hall.



6. Proceed to a large room with computer banks and Laser Mines. Take a pair of Batteries from one wall, and then follow a small corridor to a balcony overlooking the room. *Don't* disturb the Laser Mines in the corner.



Map 7-13. "Big Fight" room, balcony, and surroundings.



7. When you're on the balcony, shoot one of the Laser Mines on the other side of the room. Slide back as they explode. Two Alien Grunts and several human Grunts now enter the room separately, and they'll slug it out. Hide.



8. Kill any survivors that try to climb the ramp; then descend the ramp. Walk through the doorway the Laser Mines guarded.



9. Watch for a Grunt that tries to ambush you. Eventually you'll come to a junction with a room full of crates ahead, and a hallway to the right. If you enter the crate room, break the crates slowly and carefully—a Laser Mine will detonate if you destroy the crate it's aimed at.



10. Now take the hallway to the right. Beware the four glass-walled alcoves. Headcrabs burst from behind the glass to attack as you cross. Kill them all.



11. When the Headcrabs are gone, take the hallway that intersects with this one (between the alcoves).



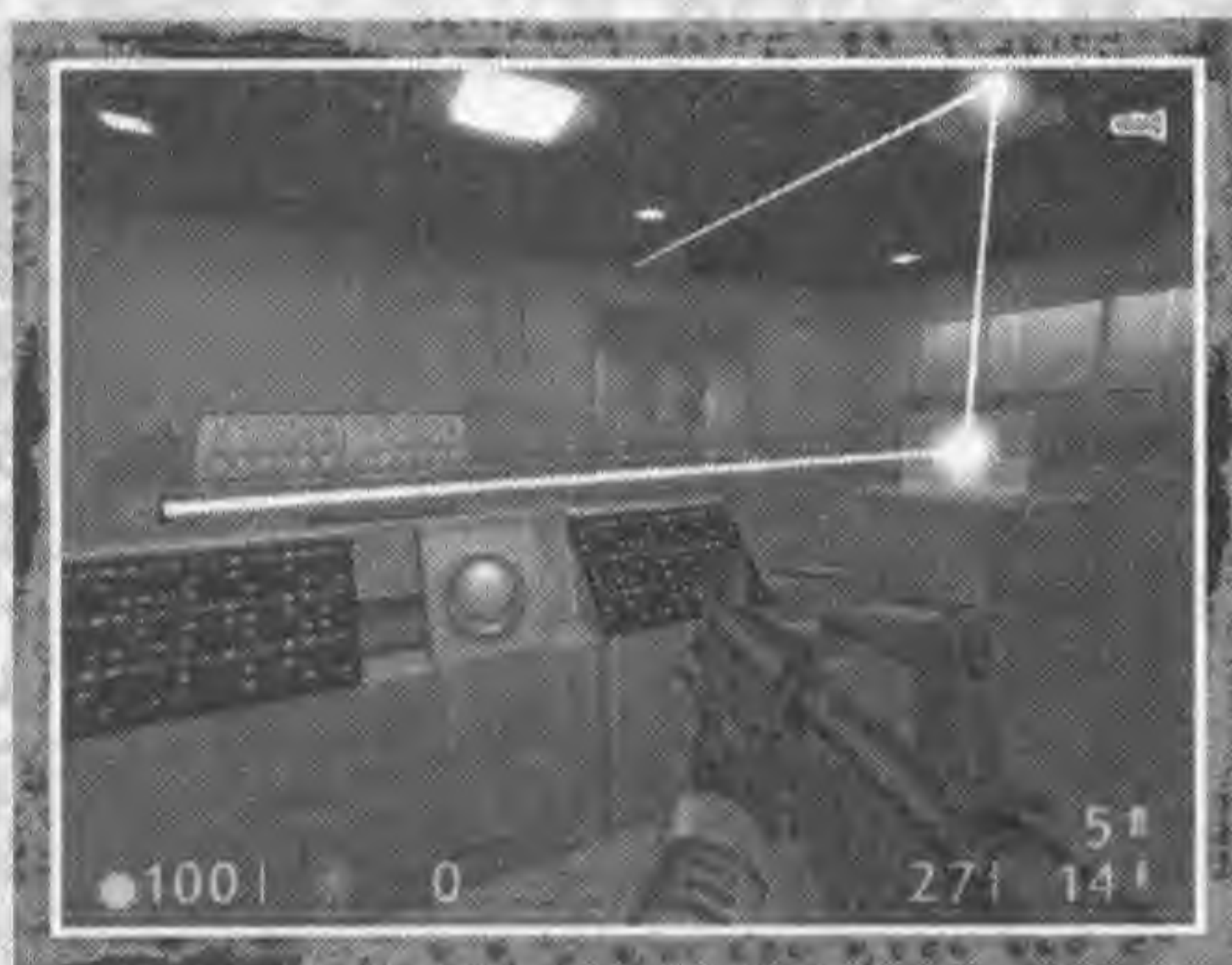
You could also continue to follow this hallway around a corner and through a door. This returns you to the entry hall. You'll take this path later, but ignore it for now.



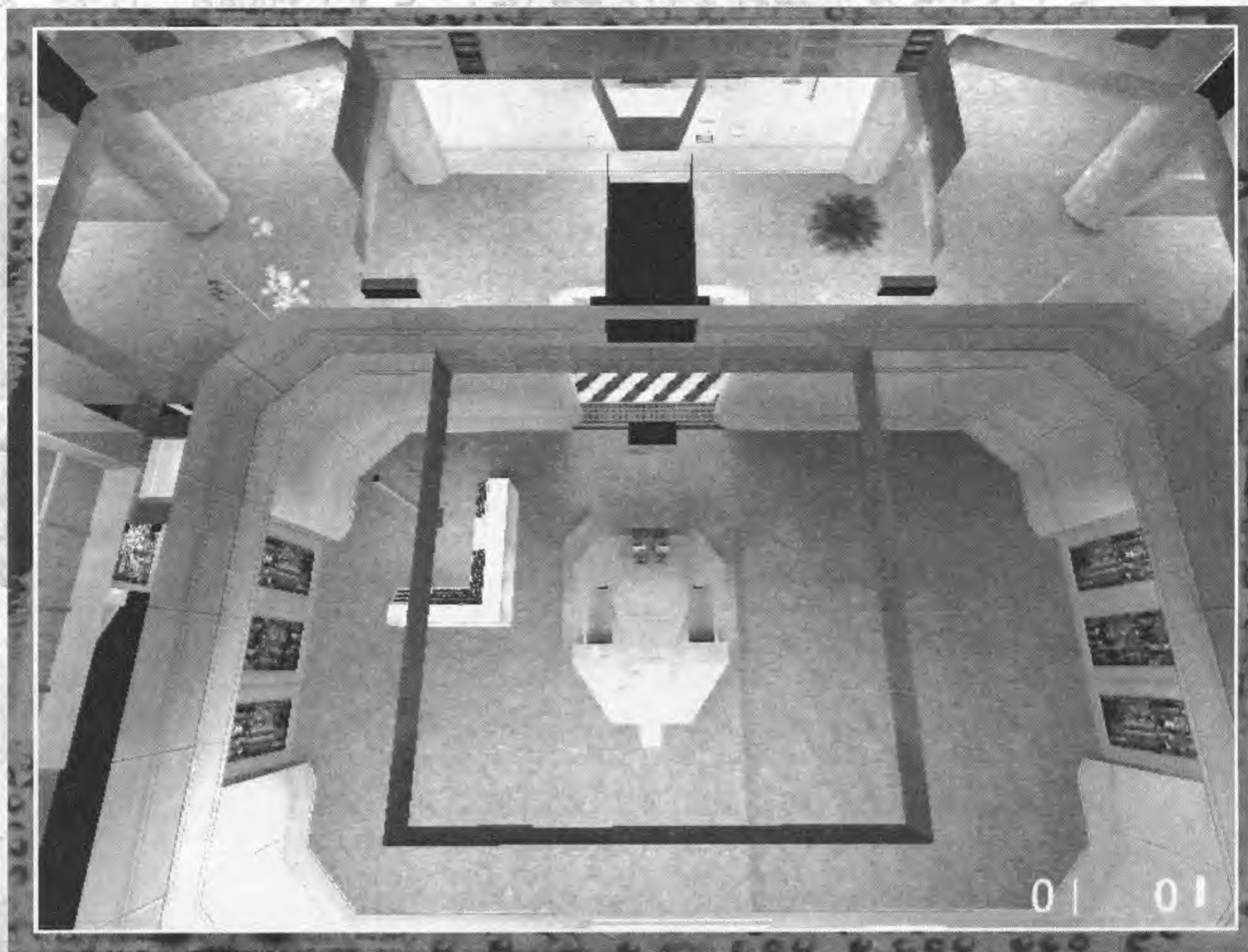
12. As you climb the stairs, you'll hear the sounds of fighting. Peek into the long hallway atop the stairs and then duck back into the stairwell. Grunts and Bullsquids are fighting. Stay back until the fighting dies down.

Powering up the Laser

The next stage of this level requires you to turn on four power sources for a powerful red laser, and use the laser to carve through a wall.



1. Enter the hallway and take the first right, into a small lab. Kill any enemies, take two Batteries from a ledge, and press a red button to send a white energy beam into the ceiling.



Map 7-14. Piece of the big hallway and the room with the experimental laser.



You've just activated one energy beam. You must activate three more just like it before you can operate the experimental laser.



2. Return to the long hallway and take the next left. Explosive crates lie ahead. You'll hear a conversation. Stand well back from the explosive crates. After a moment, the crates explode, and a second explosion takes place ahead.



3. Walk forward, into another lab. Collect a Tau Cannon from the floor, and press a console button to activate the second white energy beam.



Put the Tau Cannon away for now, despite your desire to play with it. You'll need it later on.



4. Re enter the long hallway. Ignore the next right, and take the next left into another lab. Kill Houndeyes and activate a third white energy beam.



5. Return to the long hallway and enter the final lab. Collect some Tau Cannon ammo from a wall, use a First Aid Station, and turn on the fourth and final white energy beam.



6. Investigate the crates at the end of the long hallway. There are usually a few Grunts back there, but you'll find valuable Combat Rifle Grenades in the crates.



Conserve Combat Rifle Grenades and Fragmentation Grenades from this point onward. As you proceed through the next few levels, you'll need them.



7. Return to the lab you skipped in Step 4 and enter. Slide the metal crate flush with the wall, under a sign that says "Do Not Obstruct Laser Shield."



8. Press a red button on a console. A laser shield tries to descend from the ceiling, but if you positioned the crate correctly, the shield is blocked. The red laser beam shoots the wall instead of the shield, blasting a hole.



The laser won't work if you failed to activate all four white power beams in the nearby labs. Also, if you didn't push the metal crate into the right position, the laser shield will descend fully, and the laser won't destroy the wall. Move the crate and try again.



9. Jump down through the hole in the wall, onto a pipe located about a third of the way down. From there, drop onto a lower section of the same pipe, and then to the floor.

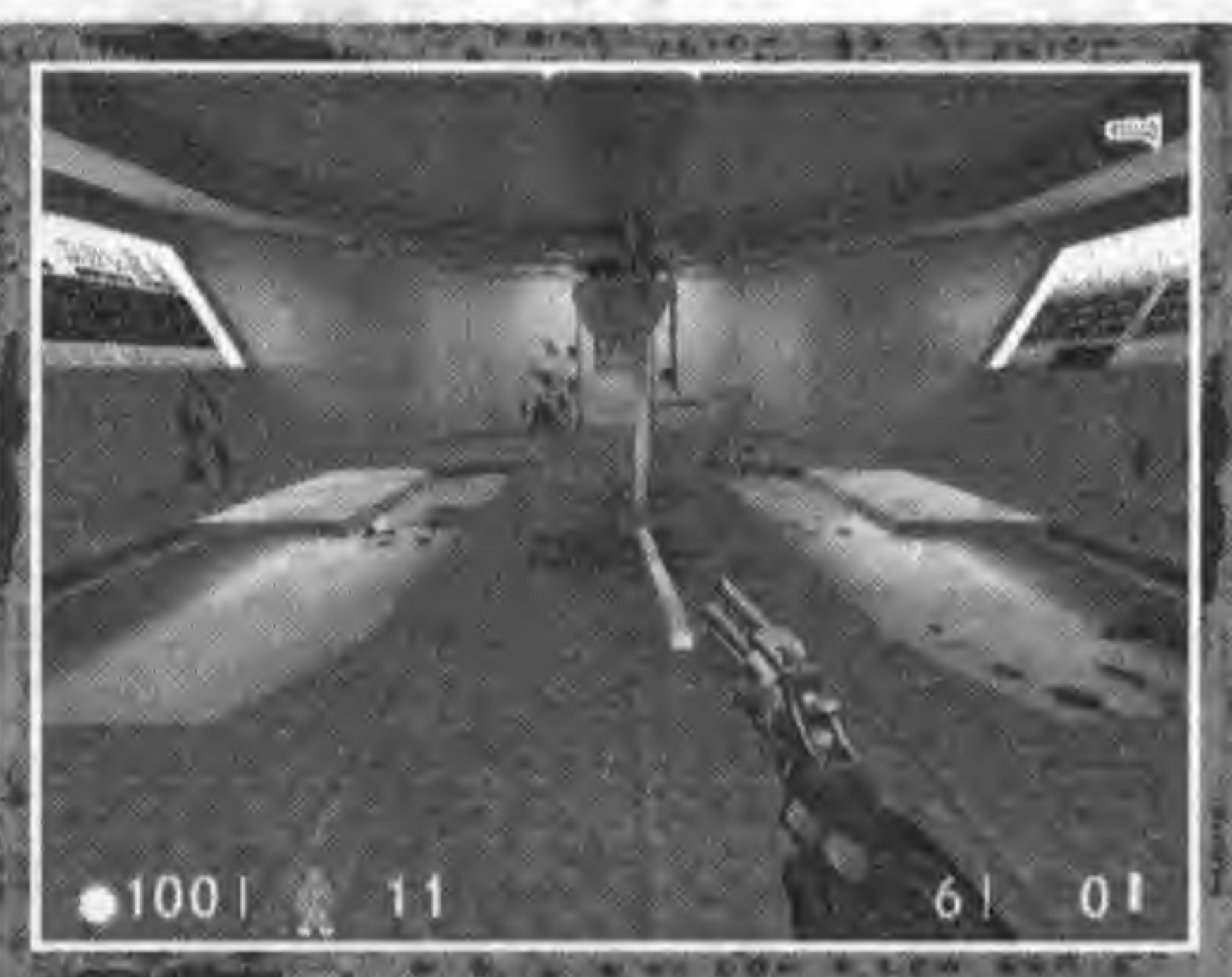


Escape

Now you can find a Scientist and get out of here.



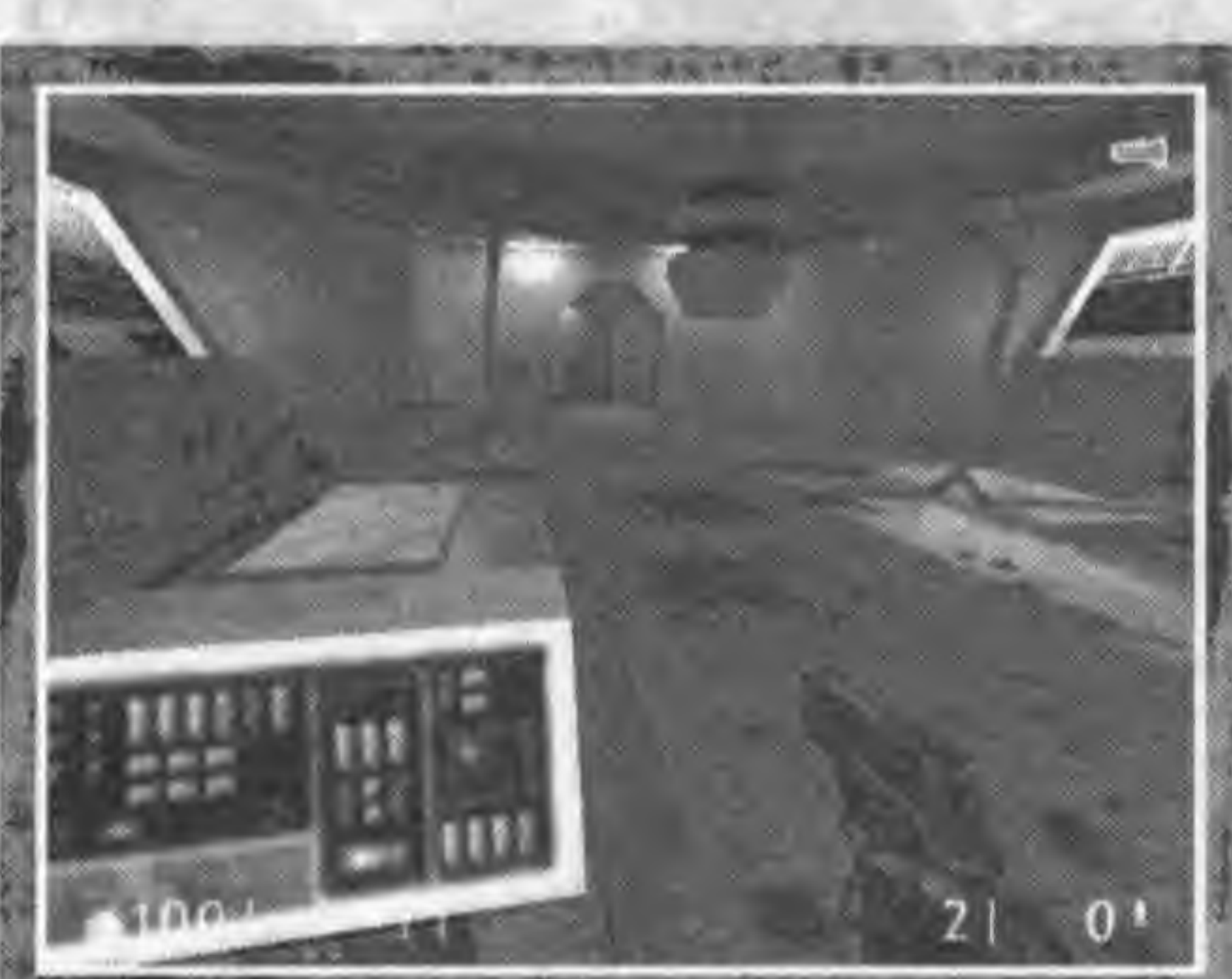
1. Walk into a small room with three Scientists. Listen to them, but don't have any of them follow you yet.



2. Approach an adjoining room with spinning metal blades mounted on swing-arms. Cross through the blades to the other side of the room.



Crossing this room is easy if you're patient. Watch for an opening in the blades, then slide forward, then pause a moment, and run the rest of the way when there's another opening.



3. Activate a console to stop the blades. Stop them in a position where the walkway across the room is clear. If the blades block the path, start them and try again.



4. Retrieve a Scientist and have him follow you across the room, through the motionless blades.



5. Open the door by pressing a nearby control panel. Go through.



6. In the corridor, take a left and then a right. You'll run through the corridor where Headcrabs attacked you earlier. Go all the way to the end of this corridor, around a bend, and through a door.



7. You're back in the entry hall. Run to the Retinal Scanner and let the Scientist open it for you. Listen to him, and then exit.



Map 7-15. Exterior of the alien research lab.



8. Pass through a revolving door to an outside area. Kill a nearby Grunt and two Tripod-Mounted Chainguns on a rooftop.



9. Shoot a pile of explosive crates from a safe distance. Go through the tunnel.



10. Break crates in the tunnel for gear. Approach a large door to end the level.



WALKTHROUGH, PART 5

THIS MASSIVE LEVEL CONTAINS A SLEW OF DEADLY OUTDOOR ENVIRONMENTS. GOVERNMENT TROOPS AND ALIENS ARE DOING BATTLE OUT HERE, AND YOU NEED A LOT OF SKILL TO AVOID GETTING CAUGHT IN THE MIDDLE.

SURFACE TENSION

This level demands good combat skills. Reread the first three chapters if you're having trouble.

Trouble at the Dam

Your first big fight is at a dam. Here you'll find an Ichthyosaur, an Apache Helicopter, and an Artillery Gun, among other things. Don't destroy the Helicopter or the Artillery Gun; you need to conserve ammo.



Save a few Fragmentation Grenades and Combat Rifle Grenades to combat snipers and to reveal land mines.



1. Press the button and take one step through the sliding doors. You're looking at a canyon with fuel barrels. Grunts hide to the left and right.

2. Kill the Grunts to your right and left (the .357 Magnum is a good weapon). Then look down the canyon. Instead of shooting Grunts, shoot the fuel barrels they're standing next to.



3. Pick up ammo and First Aid Kits, and advance down the canyon. Walk beneath a rock arch to where you can see a dam ahead. Stop.



Map 8-1. Canyon with Fuel Barrels



Map 8-2. The dam.



You're safe from the Helicopter as long as you crouch against the cliff wall, out of its sight.

There's an Artillery Gun at the other end of the dam. The artillery will kill you if you try to run across the bridge.

There are two more pieces to this puzzle—a Grunt and an Ichthyosaur. The Grunt might run across the dam and shoot at you, but you can kill him easily.

The Ichthyosaur swims in the reservoir behind the dam, and the Apache shoots at it occasionally. If you see the Helicopter firing at something that isn't you, it's not attacking the dam: It's attacking the Ichthyosaur.

Hiding here gives the Apache time to shoot at the Ichthyosaur and damage it so you can kill it later with only a couple of Crossbow bolts.



5. After hiding for a couple of minutes (don't rush), equip the Crossbow and dash toward the dam when the Apache is pointing away from you. Jump into the water. The Helicopter and Artillery Gun will fire, but you'll be fine if you get into the water quickly.



6. Underwater, swim down several feet, out of sight of the Apache. Look for the Ichthyosaur and shoot it with multiple Crossbow bolts to kill it. If you allowed the Apache to soften it up earlier, it shouldn't take much.

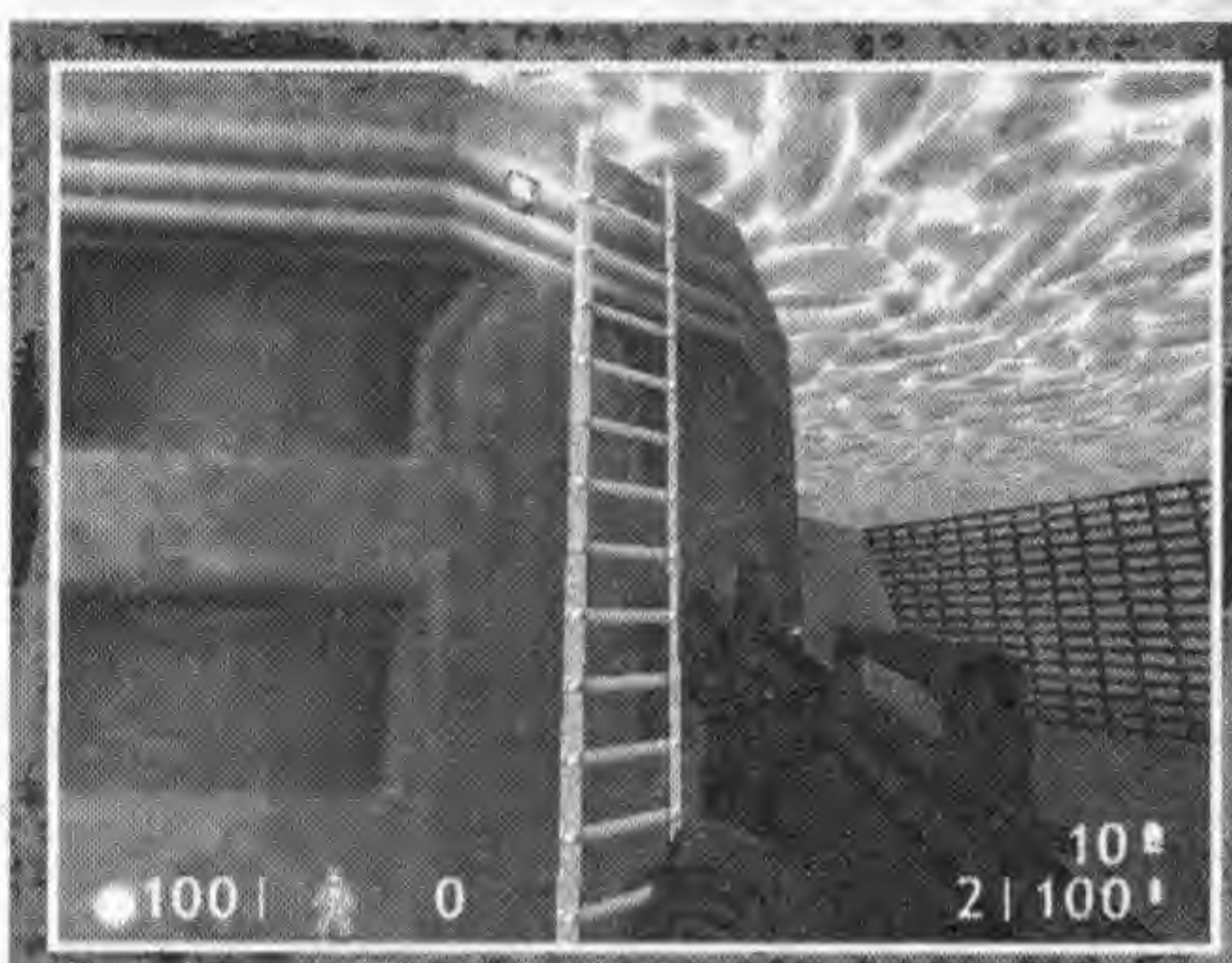


If you followed our advice in "Walkthrough, Part 4," and saved Crossbow ammo, killing the Ichthyosaur shouldn't be too tough.

If you have no Crossbow bolts, then wait even longer in Step 4, so the Apache can further weaken the Ichthyosaur. Then jump in the water and try one of these:

- ❖ Kill the Ichthyosaur with the Crowbar (extremely difficult).
- ❖ Swim to the ladder mentioned in Step 7, climb up just far enough to keep your guns out of the water, and shoot the Ichthyosaur (tricky because of the Apache).
- ❖ Try to avoid the Ichthyosaur completely (also very tricky).

All of these options are tough, and that's why you were encouraged to save Crossbow ammo in Part 4 of the walkthrough.



7. Look for an underwater ladder. It's attached to a tower. Climb the ladder when the Helicopter isn't too close. Hurry—you're exposed when you're outside.



8. From the top of the ladder, run into a small room containing a First Aid Kit and a wall button labeled "Turbine Control." Press the button. Then, when the Apache is far away, leap from this room back into the water.



9. Underwater, locate a valve wheel. Turn it to open a pair of underwater grates. You must turn the wheel for several seconds to open the grates wide enough.



10. Swim through either grate and duck past the stalled turbine rotor. You'll be swept into a river. Collect a Battery from a nearby rock, and then proceed downstream, ducking underwater when the Apache gets close.



11. The river terminates at a ledge. Climb a ladder to the ledge, and enter either of two pipes there. (Both lead to the same place.)

Fortifications in the Sand

It's time to explore several sandy gulches. The first step to making your job easier is to destroy the Apache overhead; after that's accomplished, the rest should be manageable.



1. Follow the pipe until it ends in a steep, artificial canyon. You can either take a left or go straight ahead; an Apache still buzzes overhead.



2. Take a left, kill three Headcrabs, and collect a First Aid Kit near a dead Grunt in a dark cave. Then backtrack to the pipe and go in the other direction.



Map 8-3. Outdoor area with ledges.



3. You'll find a ladder and several crates. Break the crates for ammo, and then climb the ladder to a ledge. Leap across the ledge to a broader, sand-covered ledge that holds a dead Grunt, a cactus, and supplies. This is where you'll make your stand.



4. Get out the Tau Cannon and charge up its secondary fire mode when you hear the Apache coming. Give the Apache a highly charged Tau Cannon blast. If this doesn't bring it down, try again.



Start charging the Tau Cannon's secondary fire mode a few moments before the Apache appears, shoot it as soon as it comes into view, and then run for cover.

In case you're wondering why you didn't gun down the Apache when you were at the dam—that was a different Apache. Destroying *two* Helicopters would have been a serious waste of ammo.



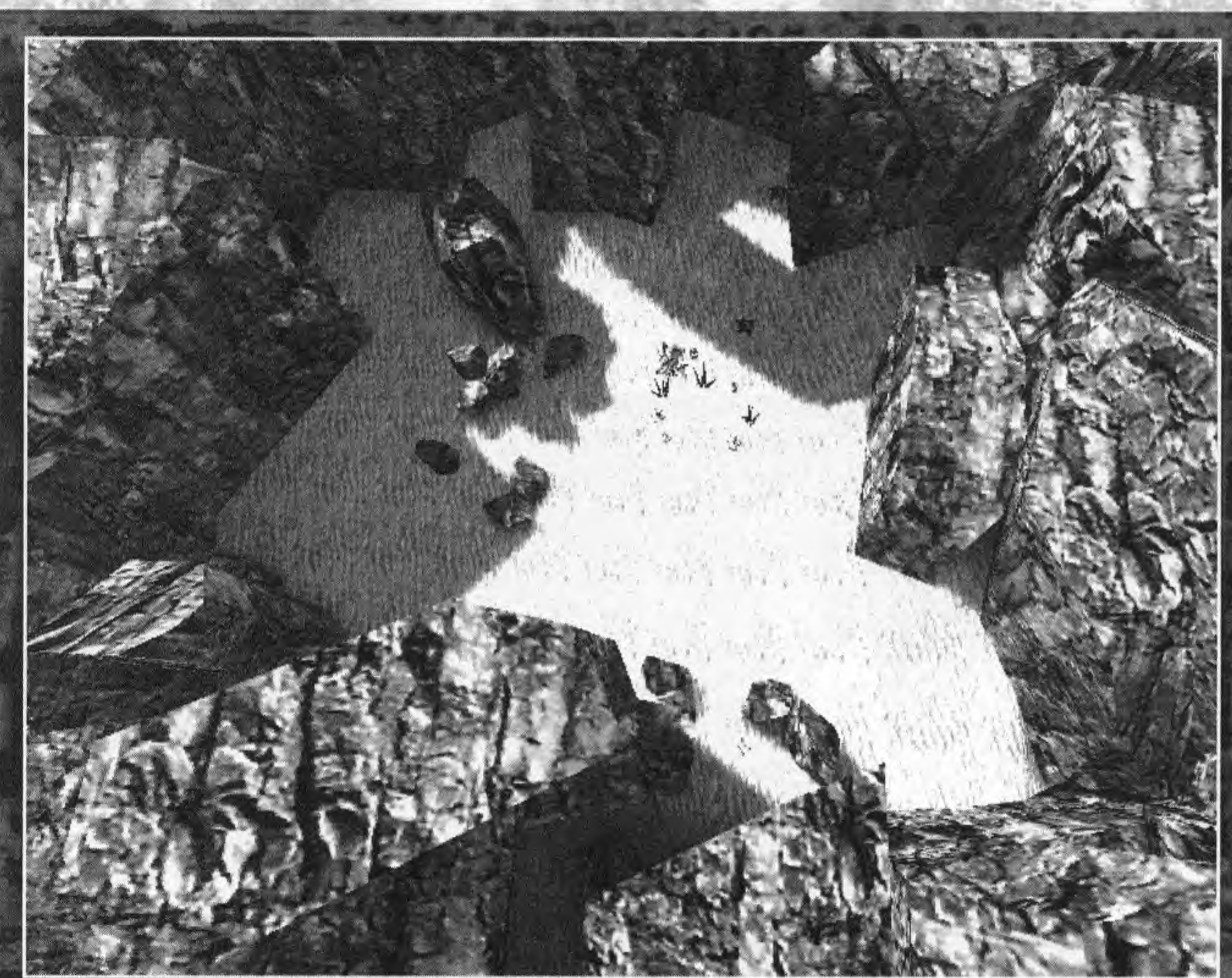
5. After downing the Apache, jump back to the narrow ledge and follow it around a corner. You'll come to a ladder. Climb it and walk slightly forward.



6. Two paths lead through the rocks. Both are on your left. Approach the rocks and take the closest path to find yourself in a sandy gulch containing a Tentacle.



Headcrabs have burrowed into the sand. Watch the sand for a slight shifting, accompanied by a rustling noise. Your bullets go through sand, so you can kill these Headcrabs by shooting the sand.



Map 8-4. Gulch with Tentacle.



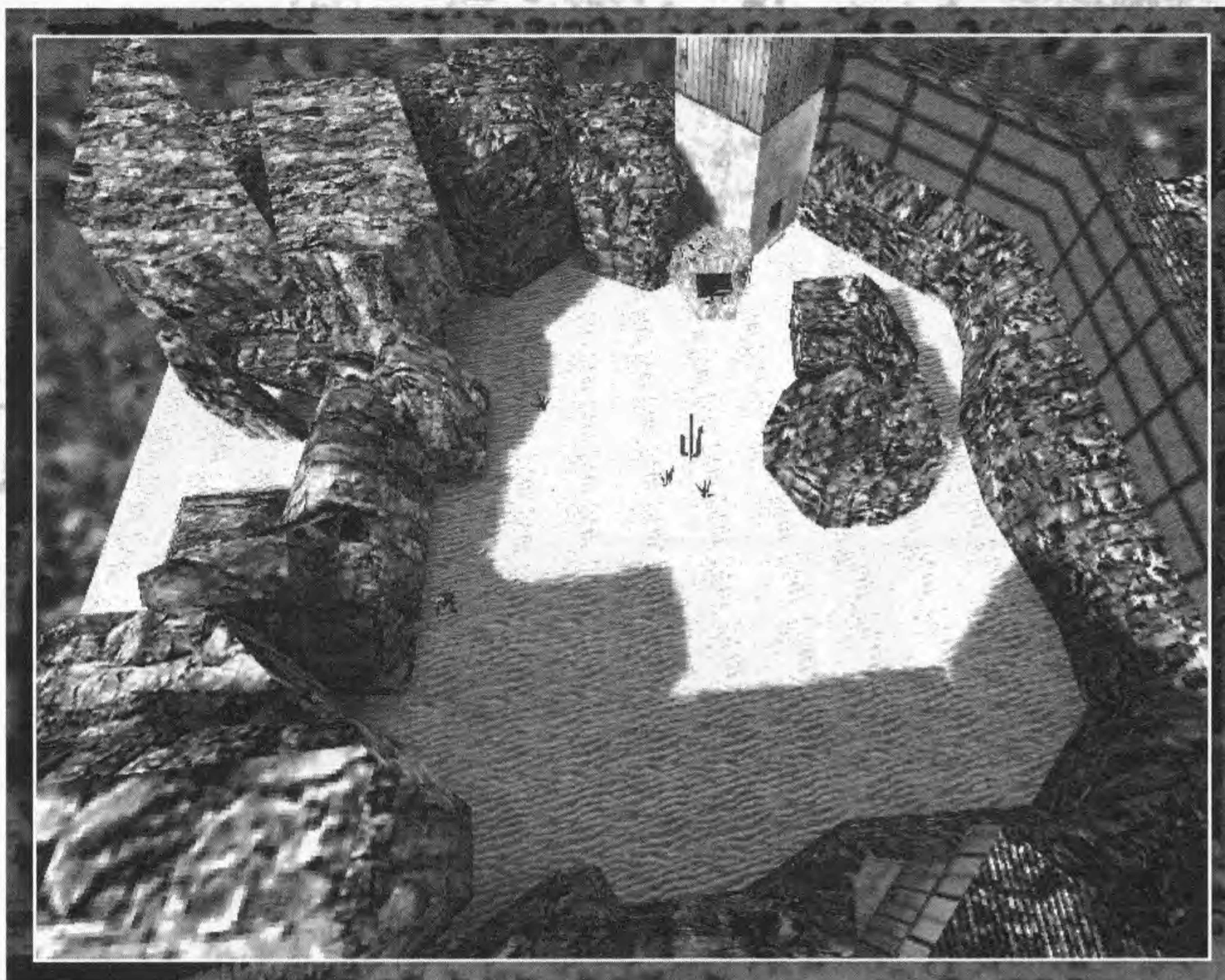
7. Draw your Pistol and fire several rounds into the Tentacle. It'll rise straight up, thump the sand once, then hide for a few seconds. Run close to it as it hides, and you can collect some gear. Quickly get away before it reemerges.



8. Shoot it again, and make another mad dash (if you missed anything good).



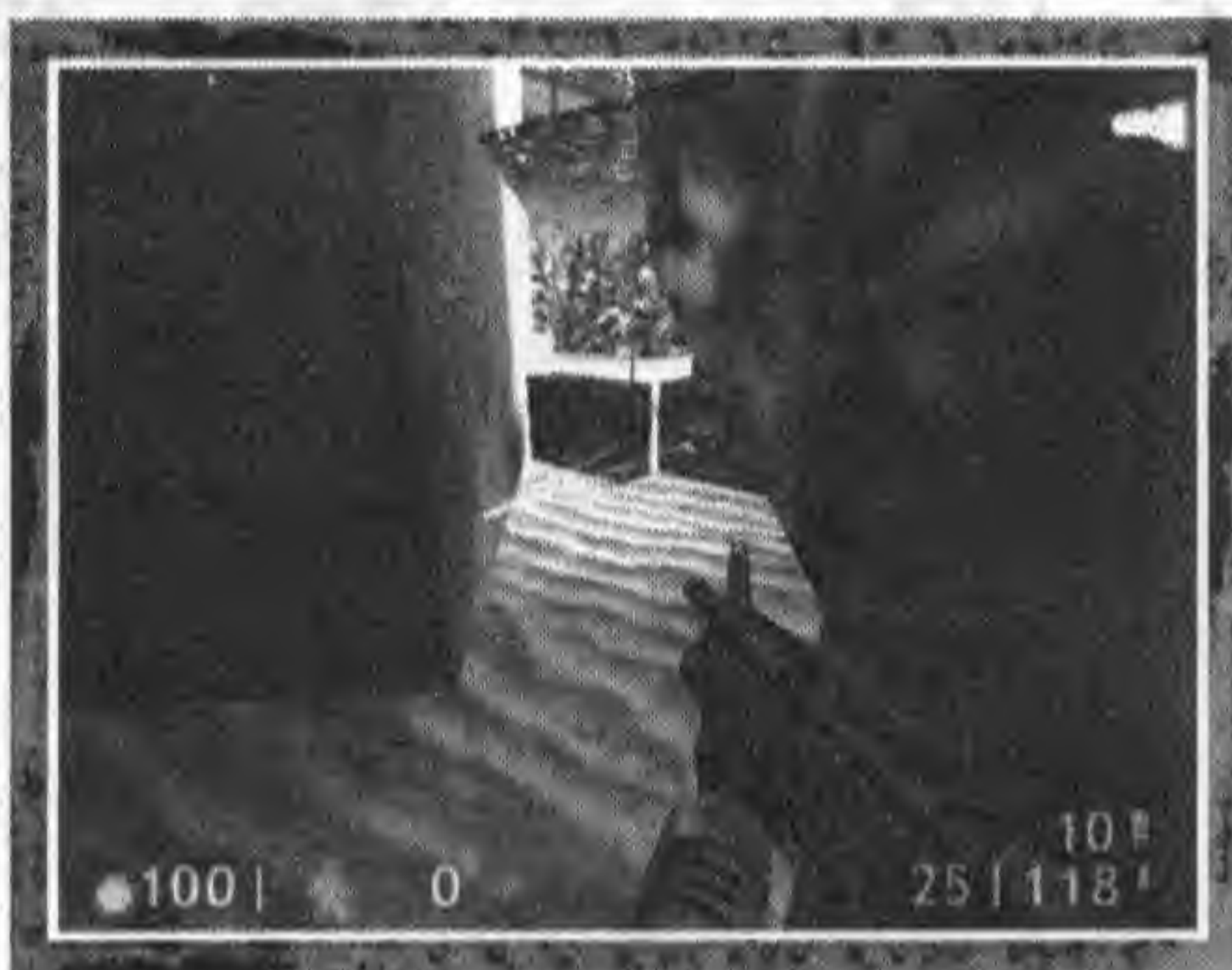
9. Backtrack and take the other path through the rocks. This path leads to another gulch—but instead of another Tentacle, this gulch contains three Grunts.



Map 8-5. Gulch with Grunts.



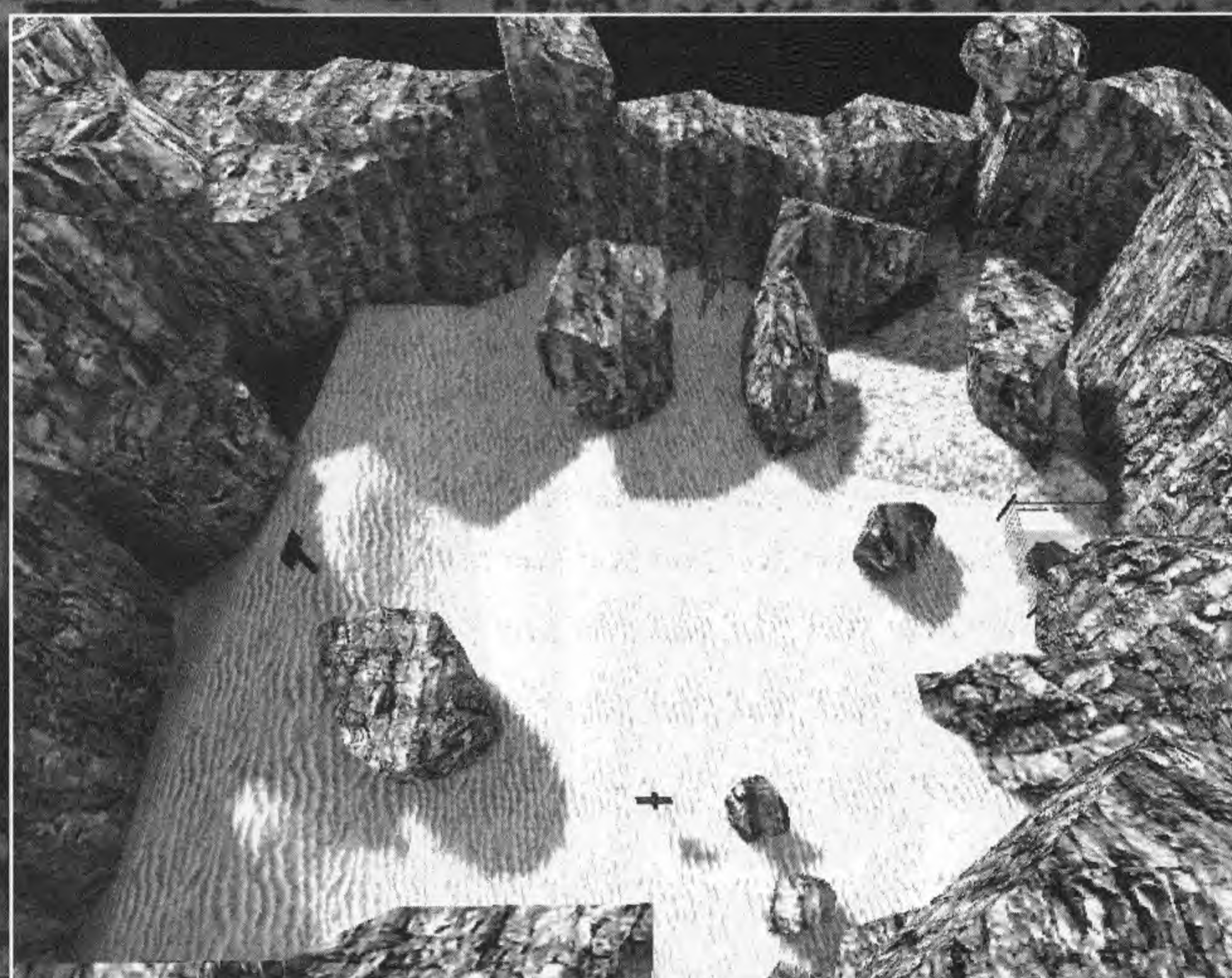
10. After killing the Grunts, enter a small tower with a valve wheel labeled "Storm Drain Hatch." Turn the wheel.



11. Investigate the gulch. The rocks have several crevices you can crawl through to get supplies. Beware of the Grunts' hide-out, however—there's a Laser Mine inside.



12. One of the crevices leads to a new area—filled with mines.



Map 8-6. Gulch with mines (the sewer drain is on the right).



13. Your goal is to reach a storm drain surrounded by barbed wire. Land Mines make this tough.



14. To get past the barbed wire, move right, hugging the wall. When you can see the barbed wire on your right, fire a Grenade down onto the flat ground next to it, detonating mines. Then get on a little hill to jump over the wire. Climb a ladder down the drain, smash a grate at the bottom, and crawl through a tunnel.

Vertigo

If you're afraid of heights, you won't like this stage. It takes place on the face of a sheer cliff, and you must exercise extreme caution to keep from falling.



1. As you approach the end of the tunnel, a jet flies past. Halt and watch it go by. It's only scenery. It can't harm you.



2. Don't drop out the end of the tunnel. Instead, peek out and to the right. Shoot a Tripod-Mounted Chaingun on a distant ledge. Also, kill a Grunt to the right.



3. Now drop out of the tunnel to a small ledge. You're standing on a sheer cliff wall.



4. Look over the left side of the ledge. Below you lies a narrow ledge, and below that a broader ledge with a barely visible Grunt on it. Shoot him. Then drop down to the narrow ledge, and from there drop to the big ledge with the dead Grunt.



Map 8-7. Sheer cliff face.



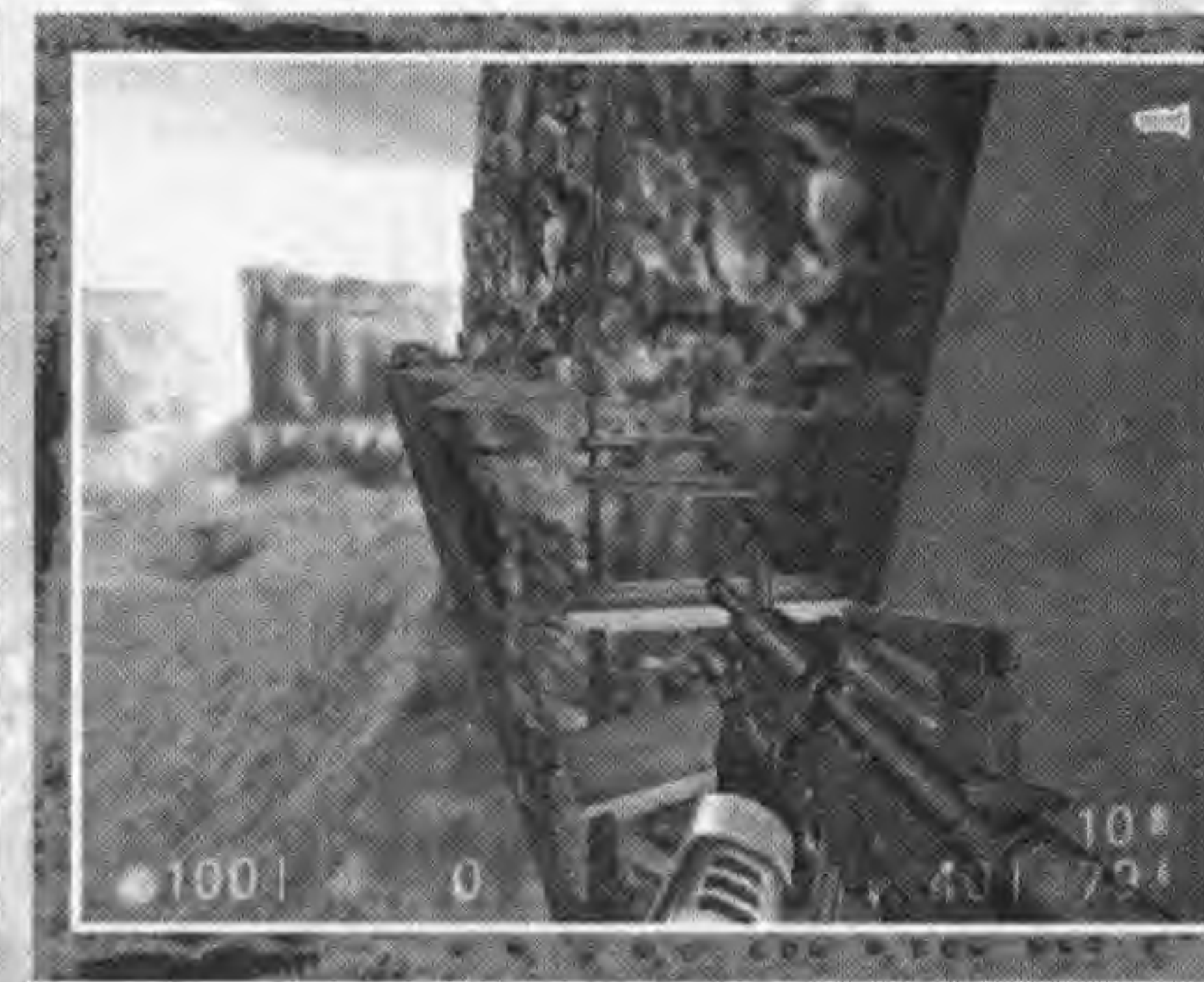
5. Look down from this ledge. Below, you'll see two more ledges—a long, narrow ledge, and a wider ledge farther down. Drop to the narrow ledge.



6. A crevice in the cliff wall near the narrow ledge contains a dead Grunt and some First Aid Kits. Jump over some rocky debris to claim the First Aid Kits.



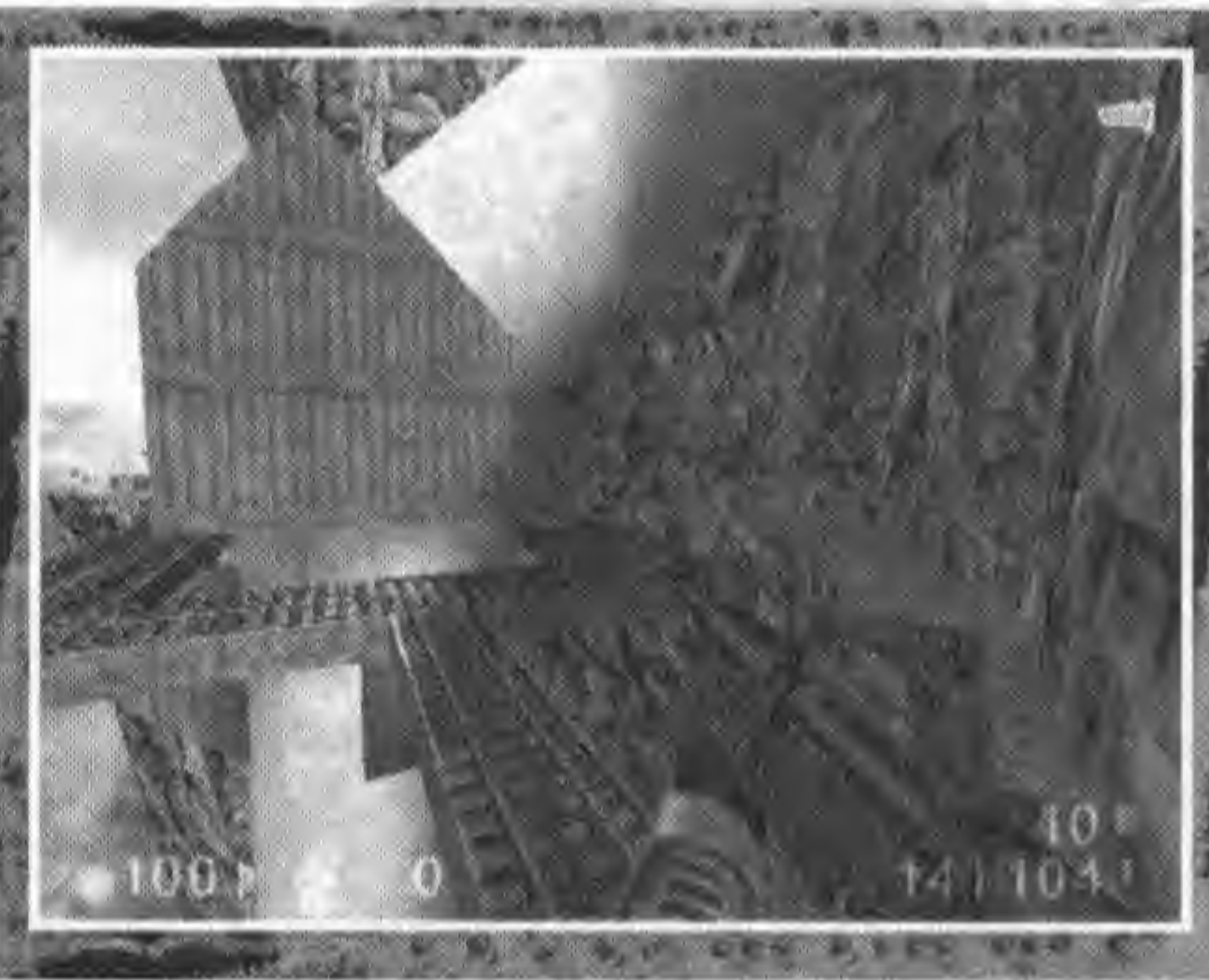
7. Get back out on the ledge. Look down from the extreme left-hand side of this ledge, where it gets very narrow, and you'll see a series of ledges leading down—like stairs. Leap down two of these steps, and then jump to the broad ledge below them. Make that last jump a long one.



8. Approach a rickety bridge. The wooden planks tend to fall apart, so it's easiest if you line yourself up on one of the metal cables supporting the planks, and cross on that—not on the middle.



You'll probably need to steer yourself in midair to reach the narrow ledge.



9. Round a bend to see a big metal platform. Ignore it. Keep following the ledge, killing a Grunt as you go.



10. You round another bend and find a cave with a Grunt. Kill the Grunt and enter the cave, quickly. Smash crates and collect gear, including a Rocket Propelled Grenade Launcher (RPG) and several rockets. You'll hear an Apache hovering outside.



11. Wait in the cave entrance for the Apache, then shoot it with the RPG. If this doesn't destroy it, hide in the cave until the Apache makes another pass, then shoot it again.



12. When the Apache's gone, make sure you have everything from the cave, and then continue along the ledge. You find a ladder. Climb to a higher ledge.



13. Follow the higher ledge to a ramp. This, in turn, leads to a short series of ledges, like stairs. Jump up these steps to another ladder.



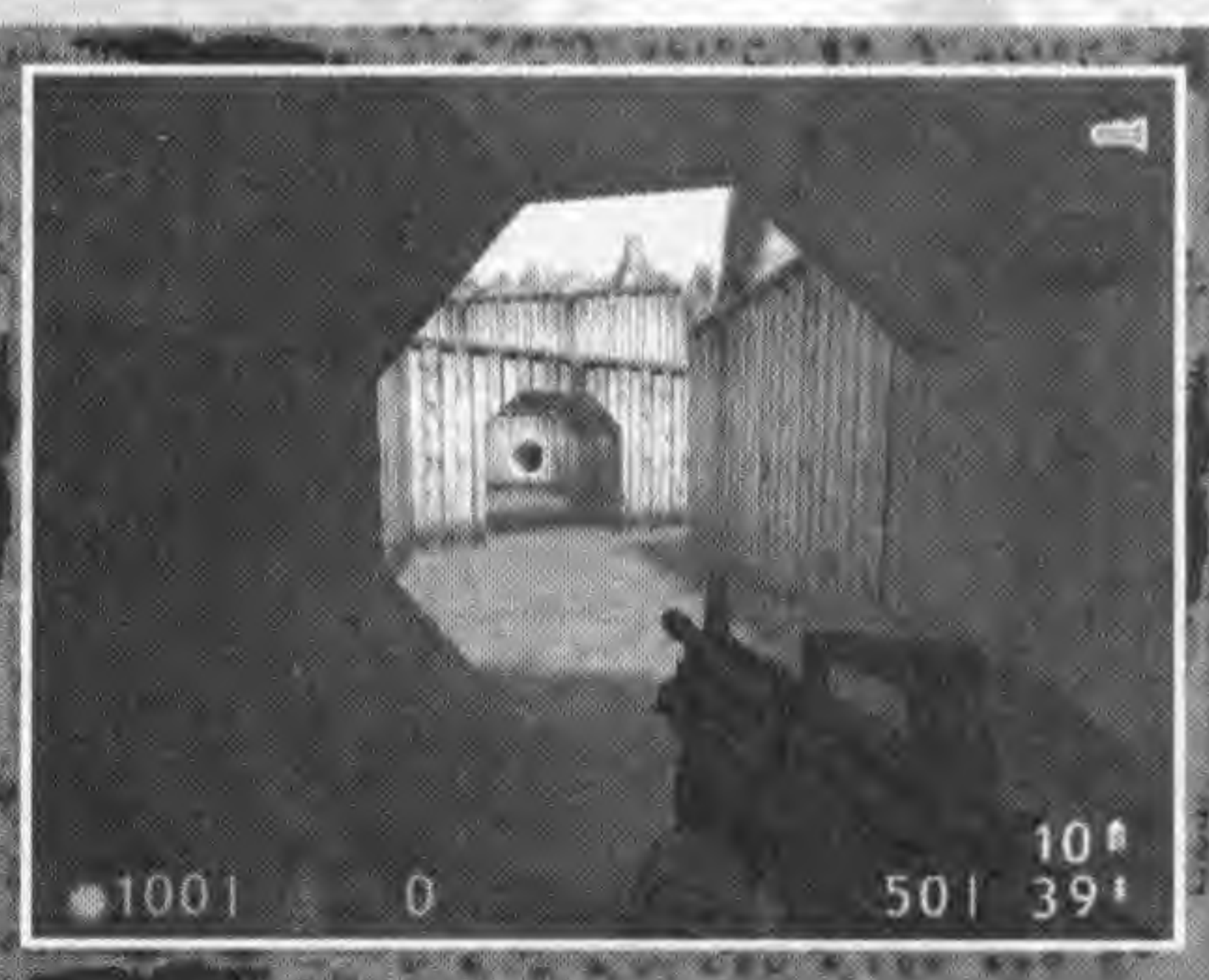
14. Climb this ladder to another ledge and on to a pipe sticking out of the cliff wall. Approach the pipe, kill a Headcrab, and follow the pipe into the cliff.

Combat

If you've been dying for more combat with teams of Grunts, we've got good news for you: You get your chance now.

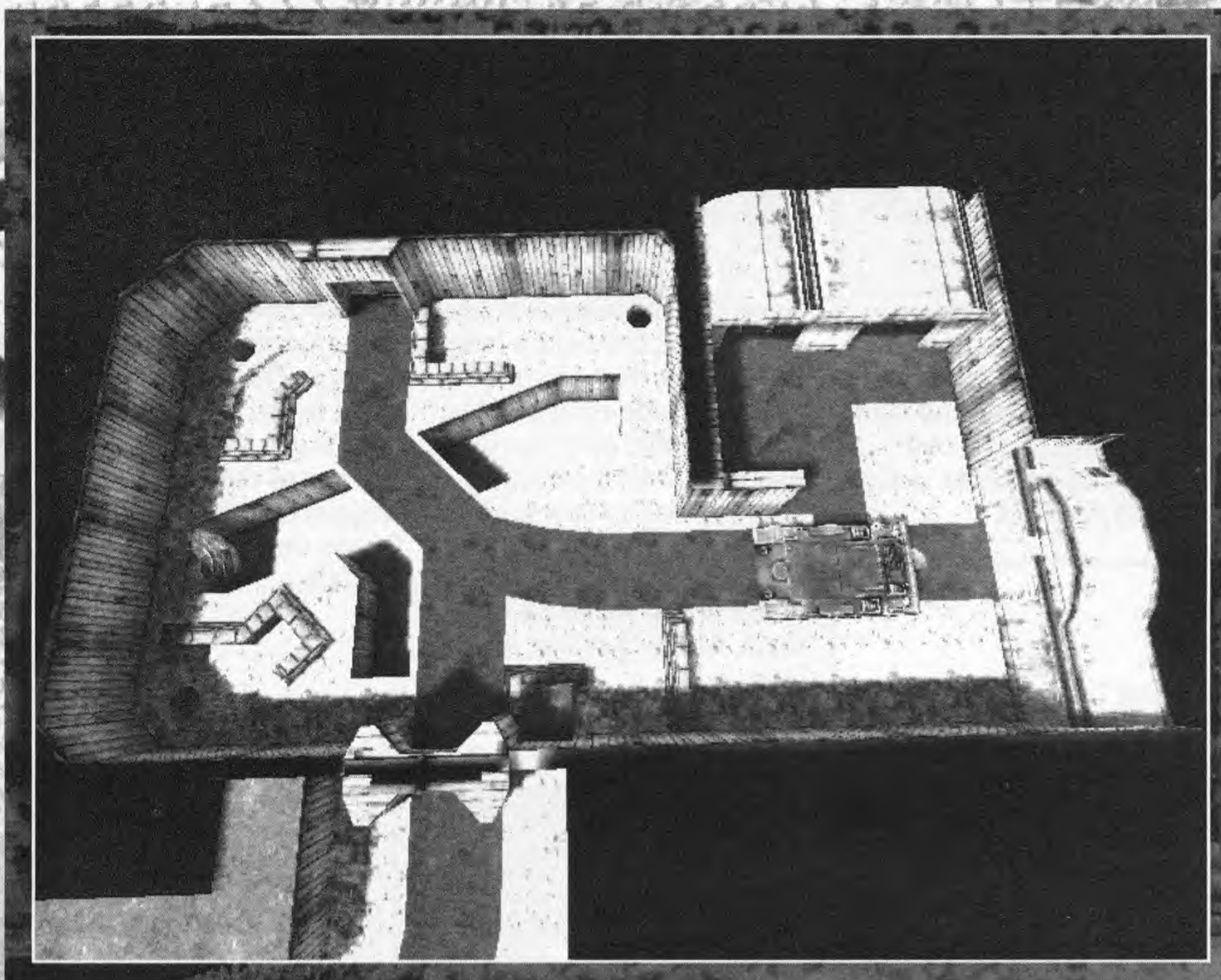


1. The tunnel eventually reaches a T-junction. From there, it branches into a complex network of fox-holes. You can take any path, but Step 2 provides the recommended one.

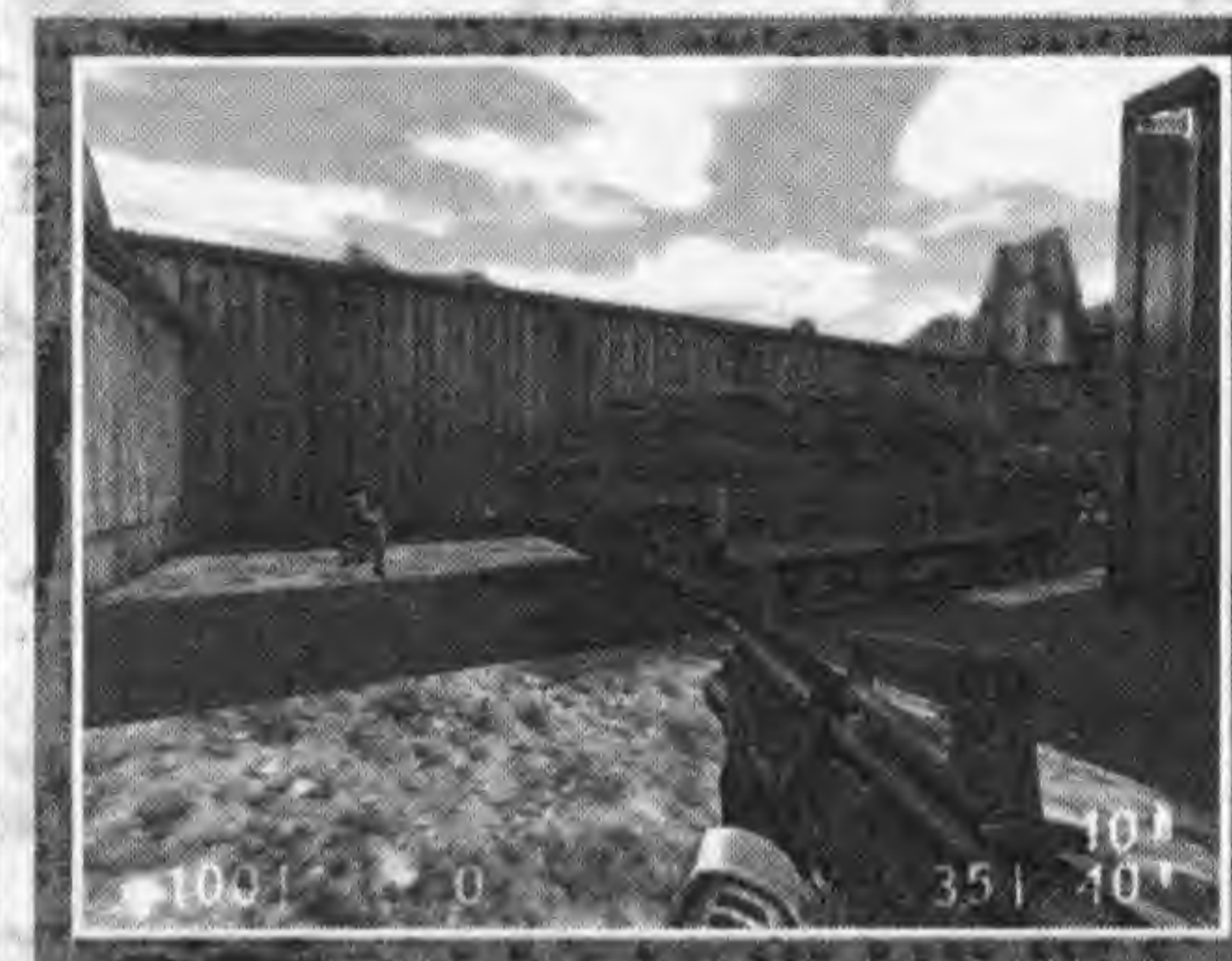


2. From that first T-junction, take a right. Follow the tunnel as it curves left and drops you into a trench with shallow water. Wade forward, ignoring a path that leads to the right. Jump into another tunnel at the end of the trench. When this tunnel reaches a T-junction, take a right. Follow the tunnel to the end, and climb a ladder.





Map 8-8. Fortified Grunt compound.



3. Now you're in a fortified compound, behind a Tank. Don't worry about the Tank as long as you're *behind* it. Just concentrate on killing Grunts.



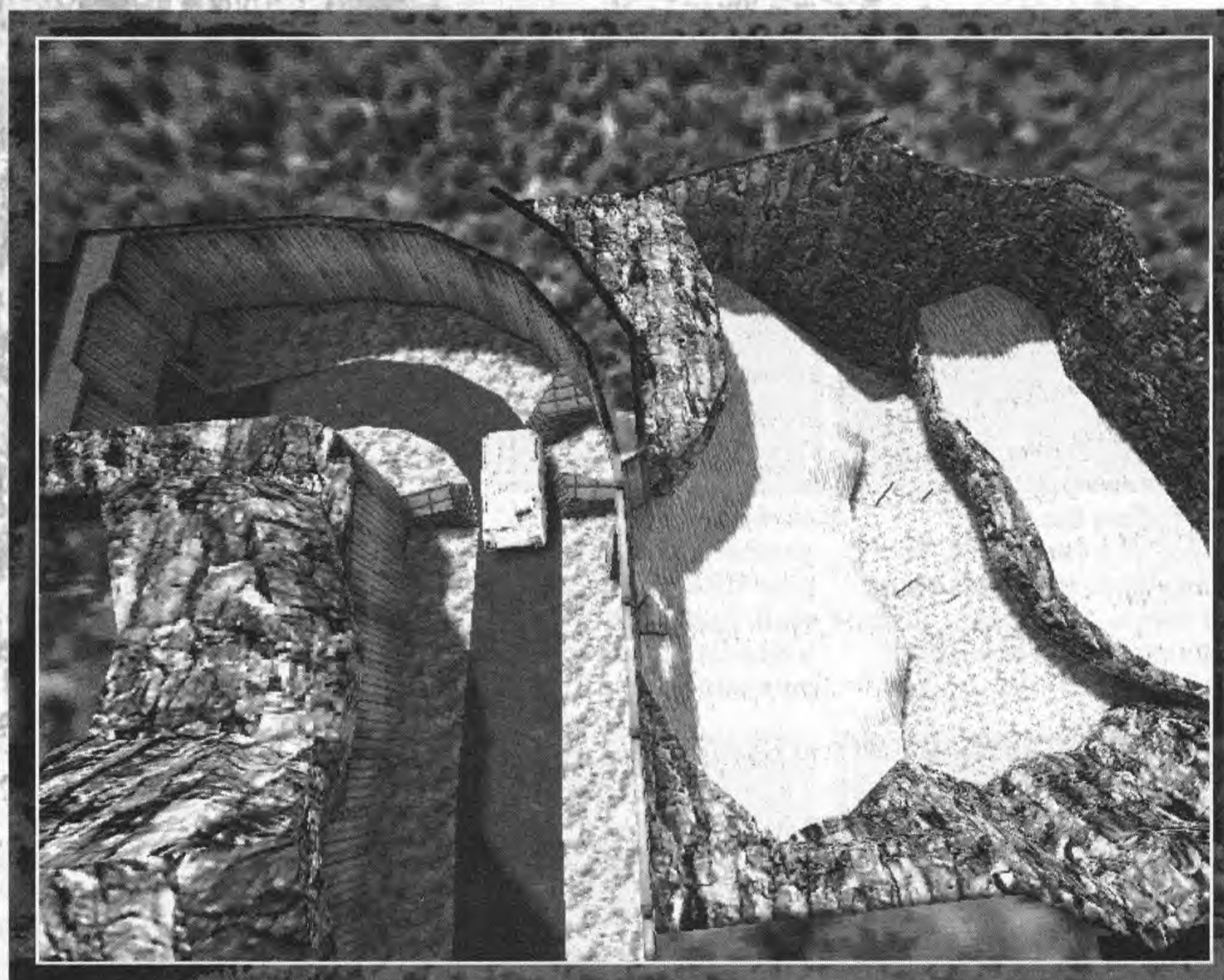
The two garages nearby provide great cover, as does the Tank. Just beware of Grenades. The Grunts will certainly lob a few Grenades over the Tank to try to flush you out.



4. When all the Grunts are dead, break the crates behind the Tank and heal yourself at a First Aid Station in a garage. You can collect a lot of explosives from the crates.



5. Destroy the Tank with a Satchel Charge placed right up next to it, and scour the fortified compound for ammo.



Map 8-9. Street with Tank, and Grunt dunes to the right.



6. Locate a small shed with a wall button in it. Press the button to open a big door leading out of the compound.



7. Exit through the door, into a long street with crates on both sides, and a Tank that shoots rockets. Destroy the Tank and then break all the non-explosive crates along the street for supplies.



The easiest way to kill the rocket-shooting Tank is to run behind it. Here's how.

Run toward the Tank, strafing quickly to the right or left whenever it fires. Soon you'll be right next to the Tank. Squeeze past it and fire RPG rockets into the turret. Then, when the turret is almost aimed at you again, run to the other side and shoot it some more. Just keep running back and forth so it can't aim at you.



8. Leap through a hole in the wall beside the dead Tank.



9. Kill a pair of Grunts at the bottom of a ravine. When both are dead, break boxes at the bottom of the ravine. There's lots of useful gear down there.



10. Return to the street with the burning Tank. Walk to the end and go through a garage-type doorway into an alcove, and then through a second garage-type doorway.

Ordnance Storage Facility, Exterior

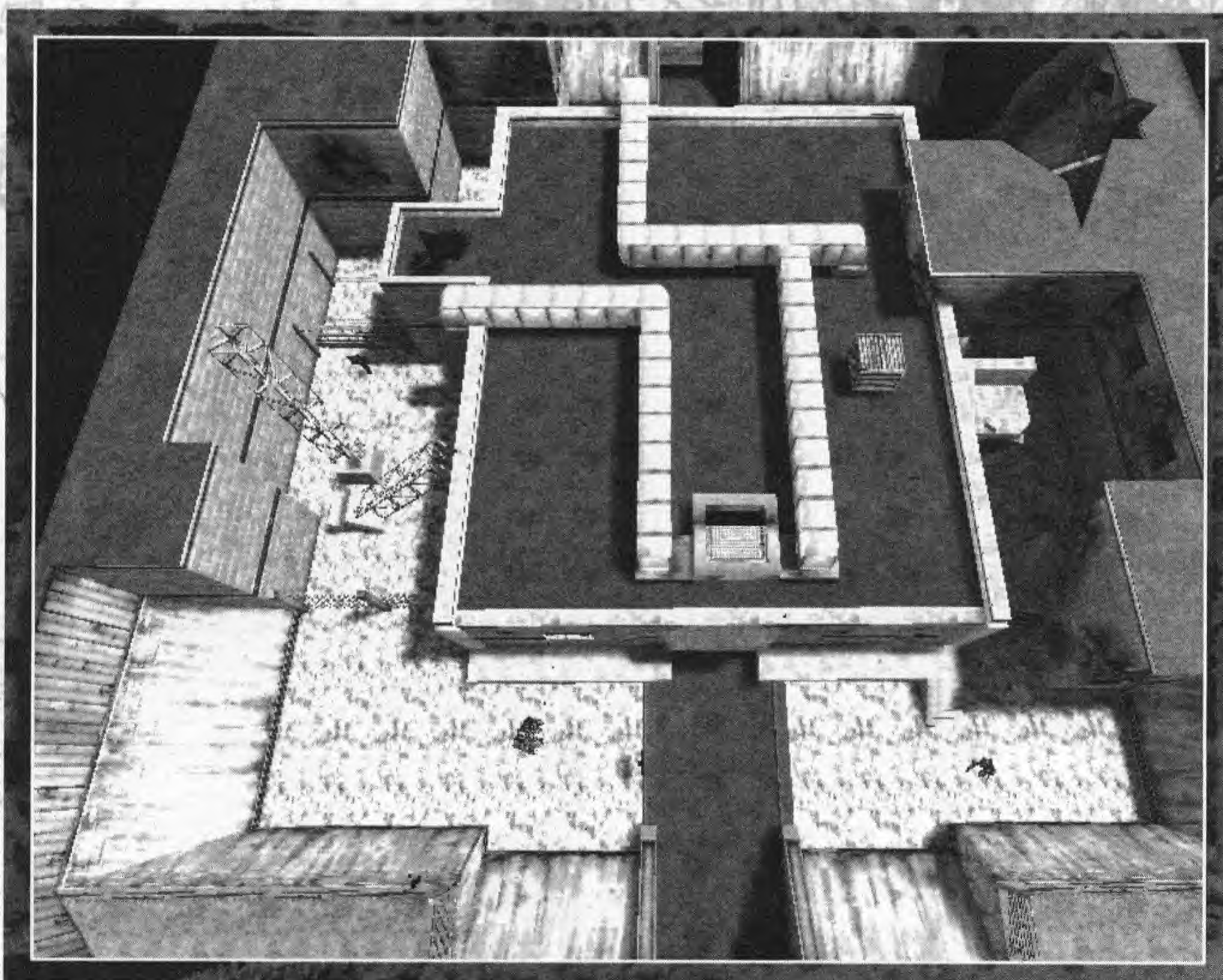
Your next task is to sneak into an Ordnance Storage Facility. Beware of snipers, Land Mines, and other sneaky traps!



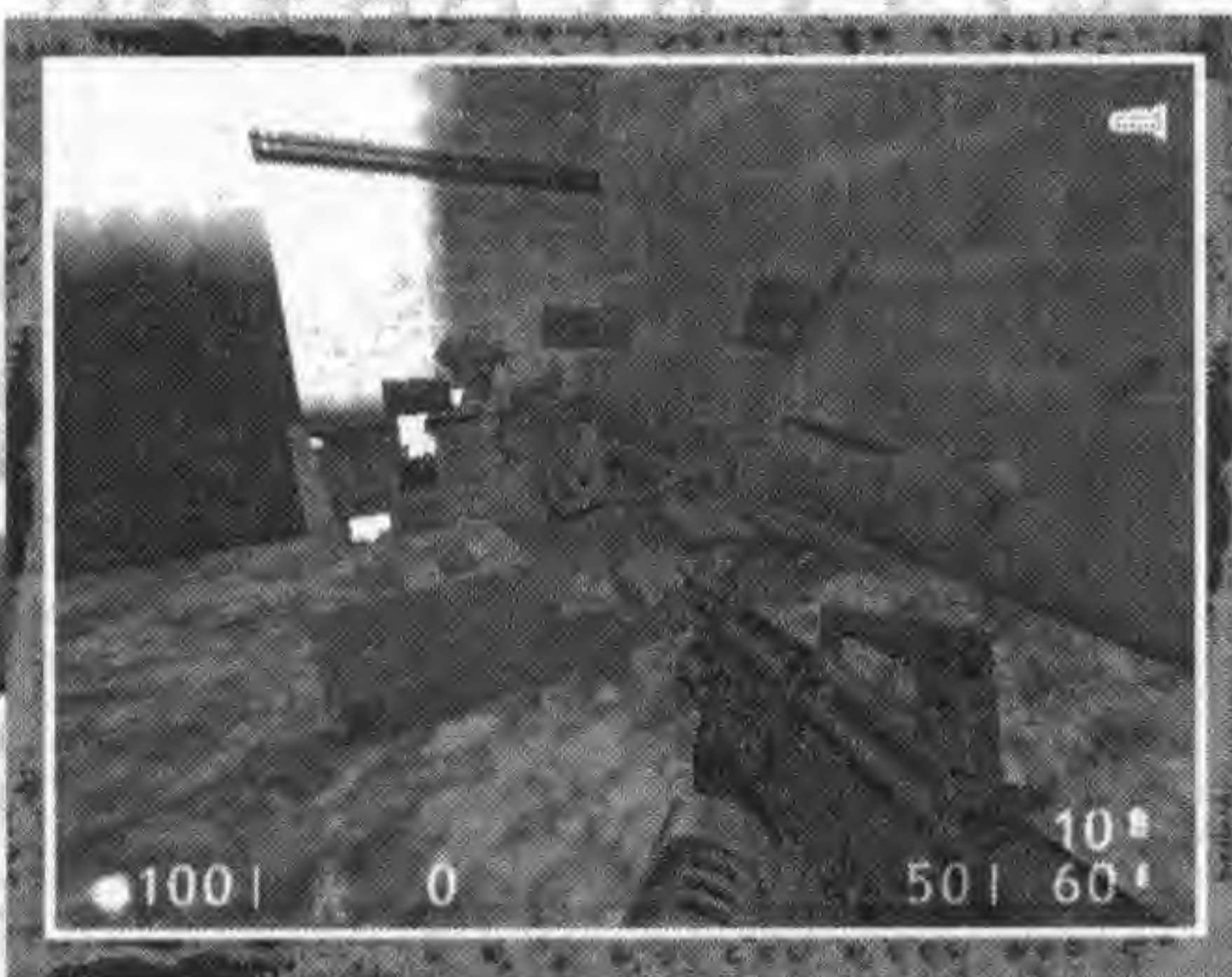
1. You're now in an enclosure around an Ordnance Storage Facility. An alien craft flies overhead and drops an Alien Grunt and a Vortigaunt.



2. Kill both aliens and take a right. (Going left is pointless; it leads to a minefield and an impassable chain-link fence.)



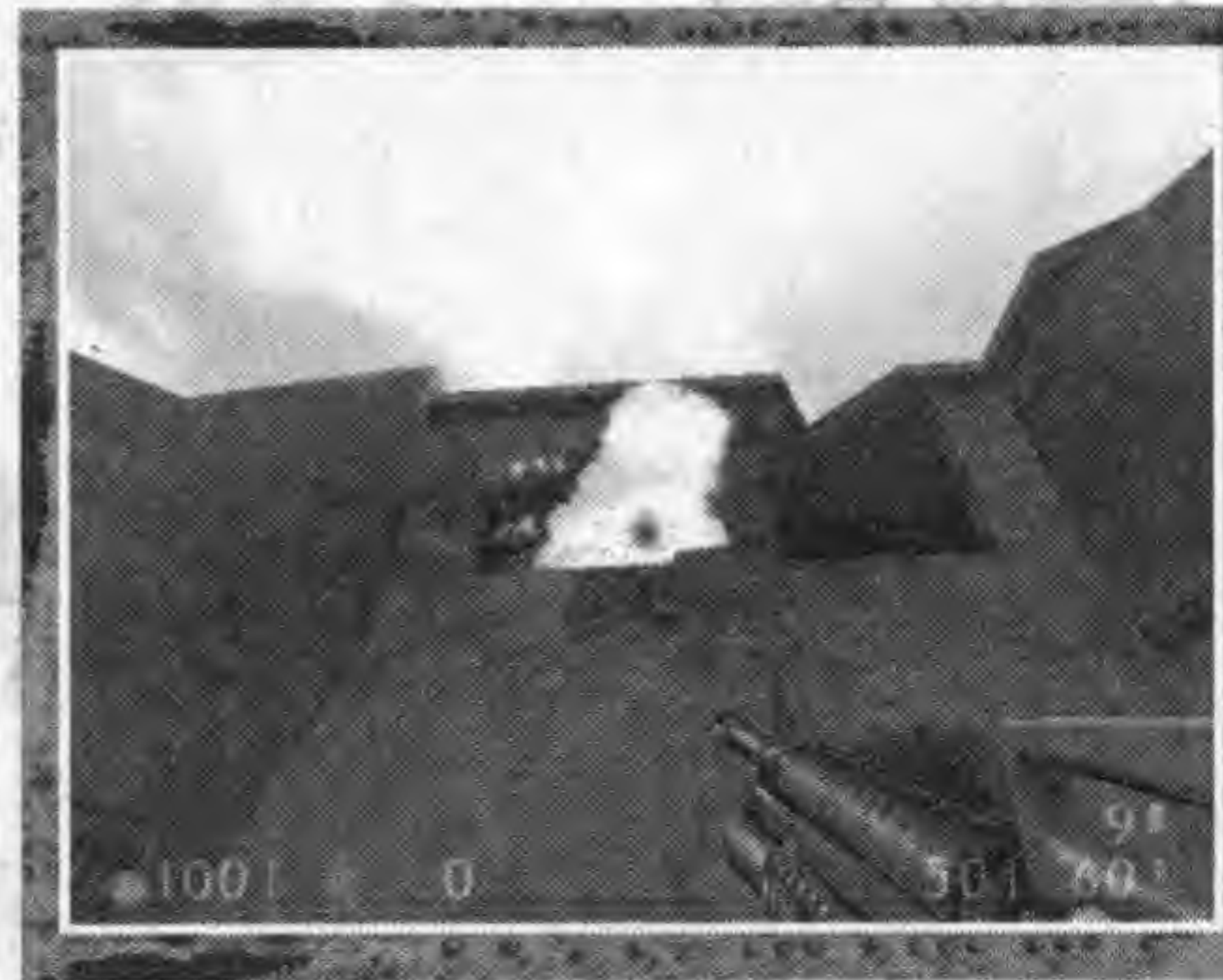
Map 8-10. Ordnance Storage Facility, exterior.



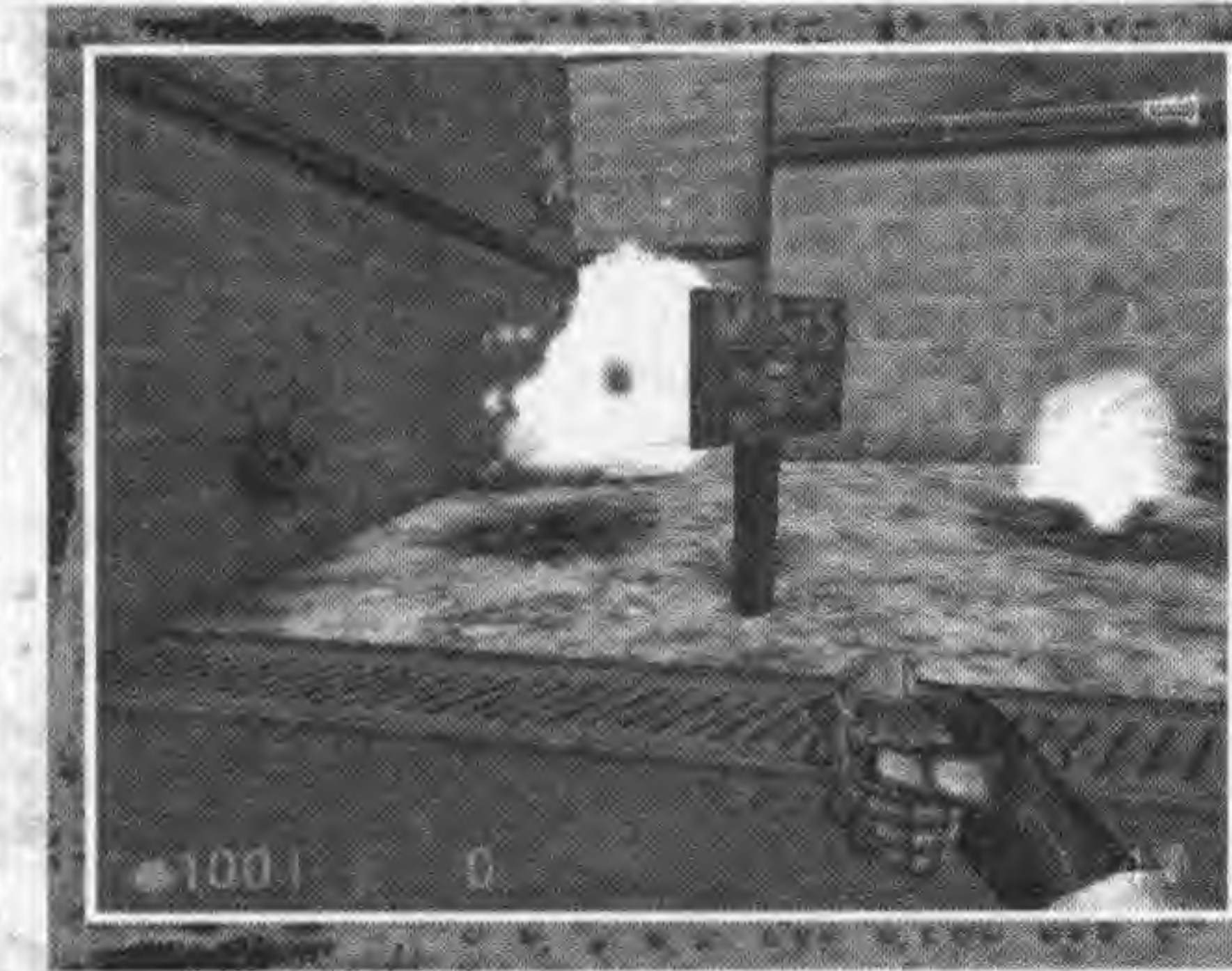
3. Round a corner and destroy a Laser Mine stuck to the wall. Then find a small stairway down. Stand back as some rubble falls from above, and then take the stairs.



4. There's a Laser Mine at the foot of the stairs, and on another small staircase leading up. Jump over both.



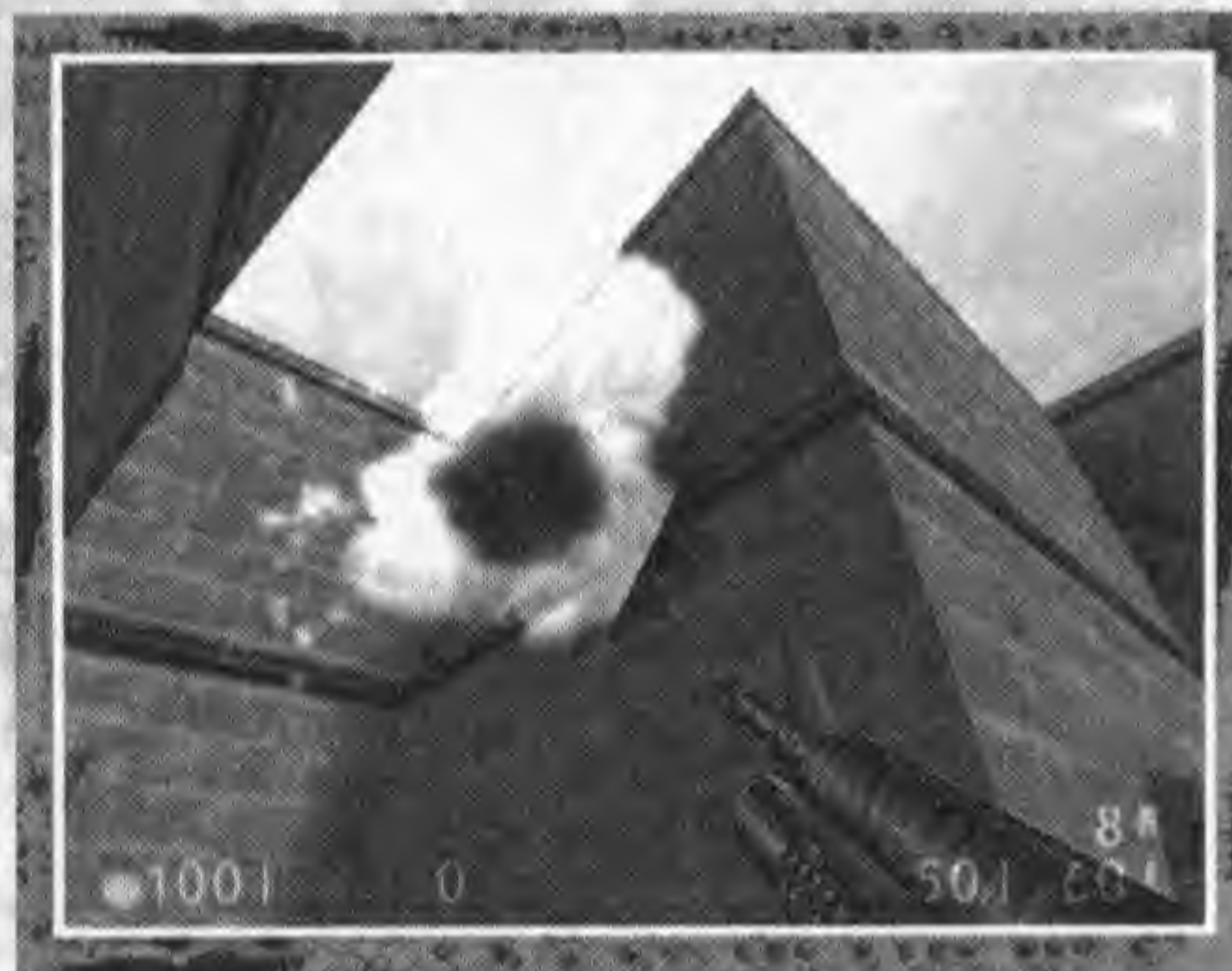
5. Past the Laser Mines is a dying Security Guard who cries for help. Don't approach him. Instead, turn around. Look up to see a camouflaged hole in the wall—with a gun sticking out. Throw a Grenade up there to kill the sniper before proceeding.



6. Approach another sign that warns of a minefield. Throw a Grenade into the minefield to detonate mines, then advance to a corner.



You can also fire the Pistol or Combat Rifle at the ground to detonate mines, but you're more likely to miss one that way.



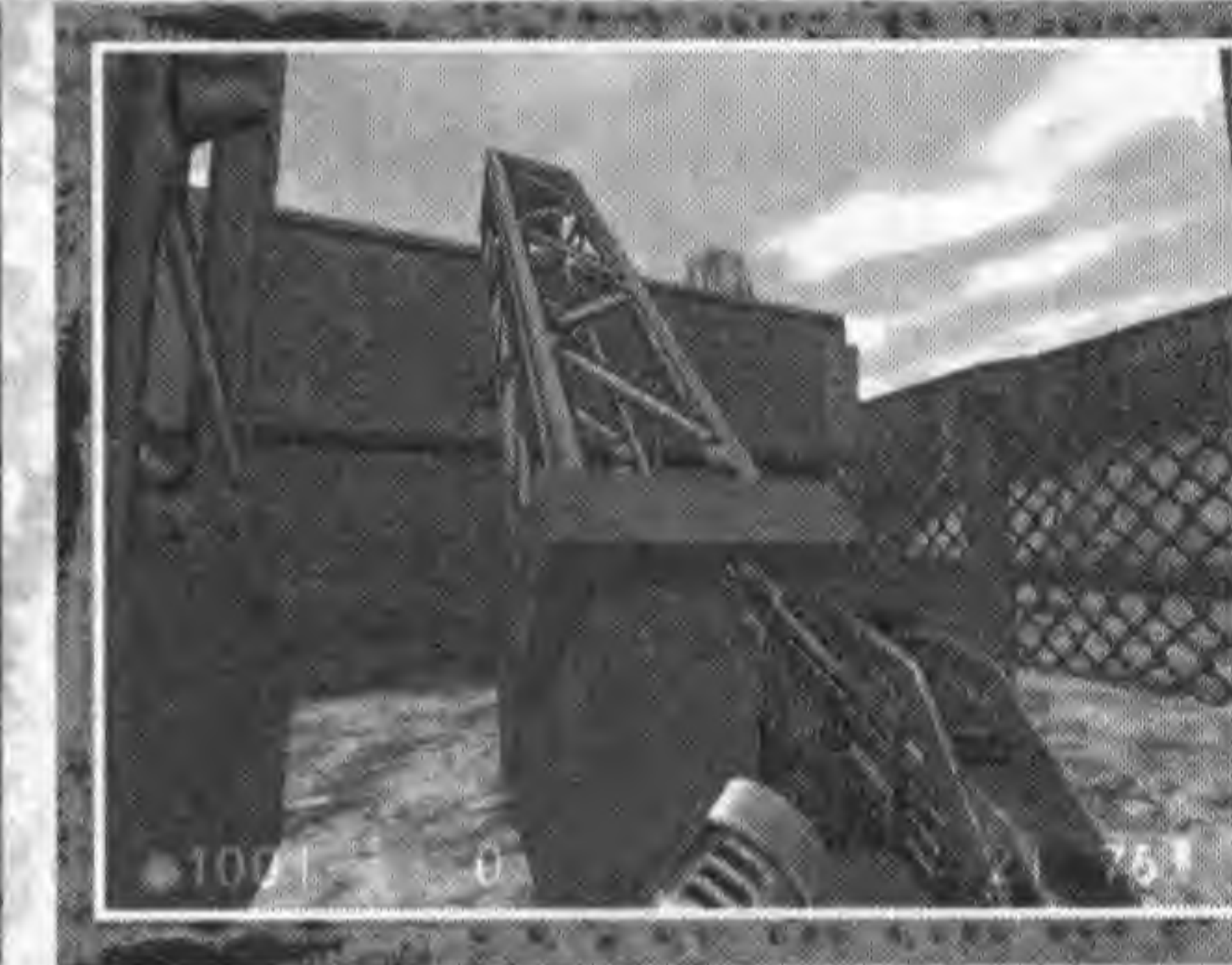
7. Throw another Grenade around the corner to detonate more mines. Move forward. There's another sniper in a hole in the wall; take him out with a Fragmentation Grenade or Combat Rifle Grenade.



8. Throw one more Grenade to ensure there are no mines ahead. Then walk to the section of barbed wire that is so low you must crawl under it. (There are no mines here.)



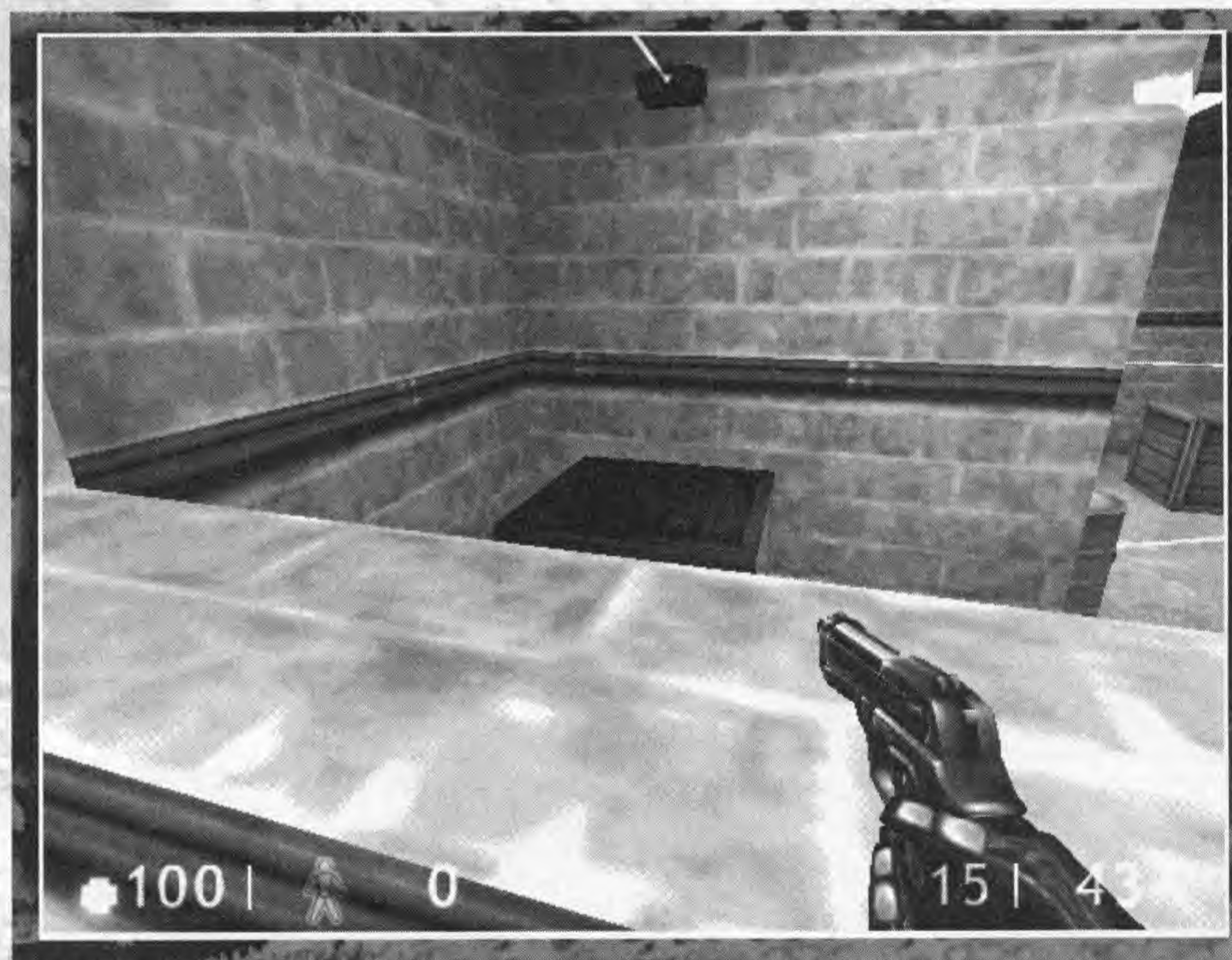
9. Two metal towers stand on the other side of the wire. Shoot explosive barrels beside a pair of power converters, destroying the converters and "de-electrifying" the towers.



10. Jump up on the leaning tower and walk to the roof. Locate a gaping hole in the roof. (You must jump over a rooftop fan to reach it.)

Ordnance Storage Facility, Interior

You're inside the facility now, but it's filled with Laser Mines and giant rockets: It's a bomb waiting to explode. If you trigger any Laser Mines (or allow any Headcrabs to trigger Laser Mines), the whole place goes up in flames.



Map 8-11. Ordnance Storage Facility, interior.



1. Fall into a room containing a Scientist. Listen to him, then break all the crates and walk out the door.



2. Outside, you see a hallway filled with Laser Mines. Jump over the first Laser Mine. Note that if you walk into the room opposite the room you entered, you can get a Laser Mine in one of the crates.



3. Push a wooden crate to the foot of a short staircase. Jump onto the crate, and jump from there to the top of the staircase, avoiding a second Laser Mine.



4. Jump across a third Laser Mine and proceed, ignoring a metal door to the left. You approach a big, open area.



5. Crawl under a Laser Mine into the open area. Look for a pair of Headcrabs and shoot both with your Pistol before they trigger any Laser Mines. Take a left.



6. Approach the boxes. Destroy the leftmost box, but stay well away from the box with the laser shooting at it. Destroying the left-most box opens a new area.



7. Walk around the laser, through the area you just opened. Approach another box, destroy it, and jump over the Laser Mine that was behind it.



8. Proceed to the concrete wall, take a left, and climb a short, red staircase. (Duck under a Laser Mine just before the stairs.)



9. Upstairs is a small control room. Kill a Headcrab in here with your Pistol, and then jump over a Laser Mine to reach a wall button. Don't press it yet.



10. Turn left from the button to see the top of a crate. Shoot the crate, and it crumbles.



11. Now turn back to the button and press it, summoning a lift to your left.



12. Board the lift. Then jump down onto another lift surrounded by metal bars and Laser Mines. It's a tough jump, but you can make it.



13. Press a button to descend.

Downstairs

You made it out of the highly explosive area, but now you face some tough combat.



1. You descend into a room filled with crates. Collect a Hivehand on the floor and goodies from the crates; then get moving down a tunnel.



2. As you walk through the tunnel, a Security Guard runs past, pursued by Grunts. Kill the Grunts, preferably by shooting explosive barrels near them.



3. Proceed along the tunnel, leaving the Security Guard behind. You'll encounter a truck.



4. Destroy a Tripod-Mounted Chaingun in the back of the truck. Then jump inside, collect some ammo from a crate, and get moving again.



Map 8-12. Street with Tank and air-dropped Alien Grunts.



5. You'll enter a basement area. An explosion rocks the place. Run up a ramp, out of the basement, and into an outdoor street area. Immediately run—either back into the basement area or up the ramp to the right.

NOTE

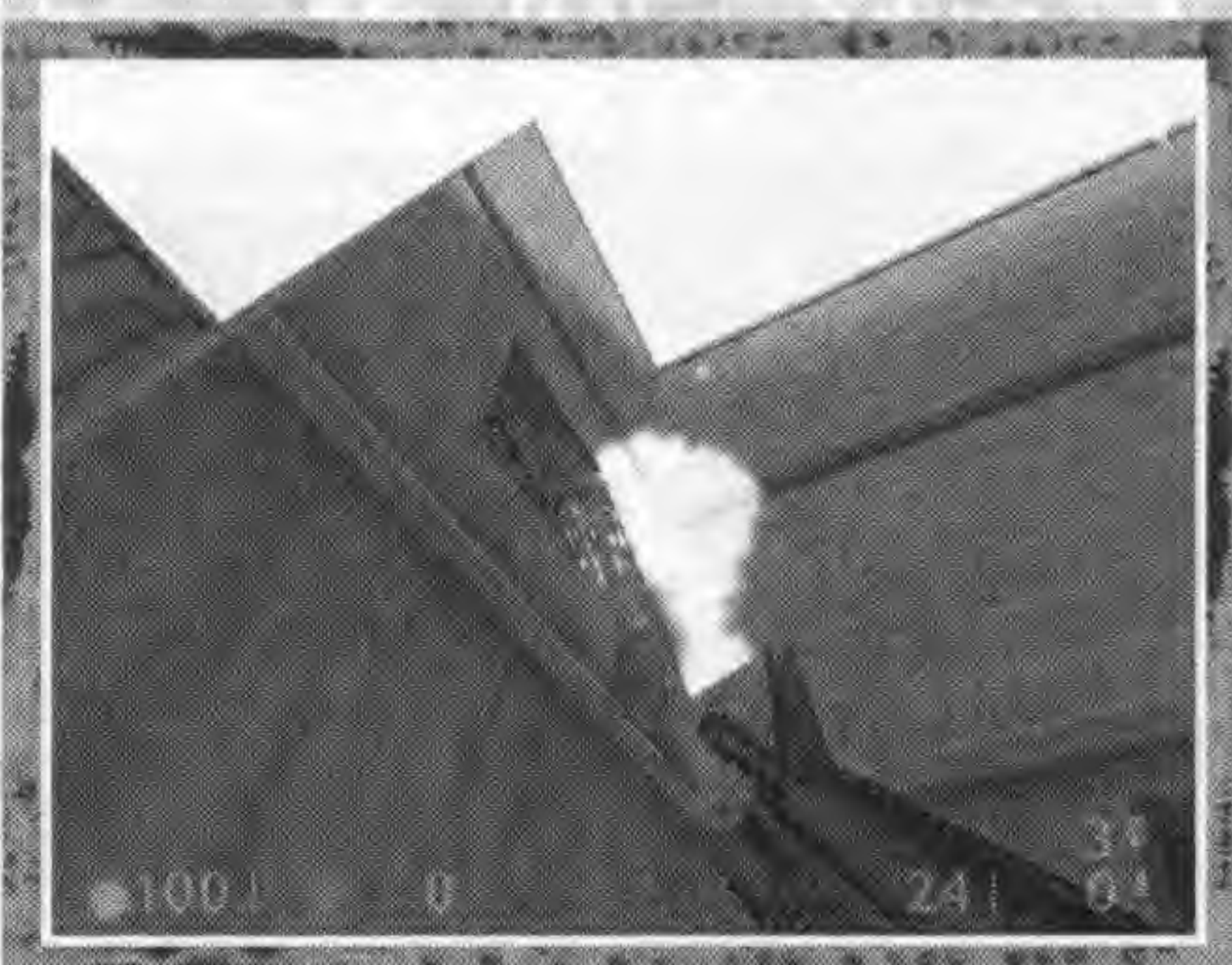
An alien ship soon drops Alien Grunts onto the street. Shortly thereafter, a jet drops bombs that kill them all. You should be hiding as all this happens, or you'll get fried.



6. After the bombs drop, peek around the corner to see a pair of Grunts and an artillery-firing Tank. Hide and let the Grunts come to you; then destroy the Tank with your Tau Cannon's secondary fire mode.

TIP

Charge up the Tau Cannon's secondary fire mode from under cover, and then pop out for only a moment to shoot the Tank. Otherwise, it'll blast you to pieces. Aim for the Tank's turret.



7. After destroying the Tank, break boxes for supplies and then walk up to it. Then follow the street to the right. You'll enter an alley. As you do, turn around and throw a Grenade up into a hole in the wall to kill a sniper.



8. Walk down the alley and take a door to the right. You'll enter a small room with two Grunts. Kill the Grunts and climb a short flight of stairs.



9. Upstairs, walk up to a Security Guard and have him follow you to a locked door labeled "Storage." He'll open the door.



10. Beyond the door is a ton of ammunition. Collect ammo from racks and break boxes. Be thorough!



11. Exit the storage room and walk back to the stairs. Don't go down, however. Instead, approach a window and walk out on the window ledge.



12. Take a right on the window ledge and follow it back into the alley. Drop onto a pair of electrical converter boxes just below the ledge.



13. Jump from the converter boxes onto a second pair of converter boxes across the alley. Jump from them onto the piece of red ladder nearby, and climb the ladder.



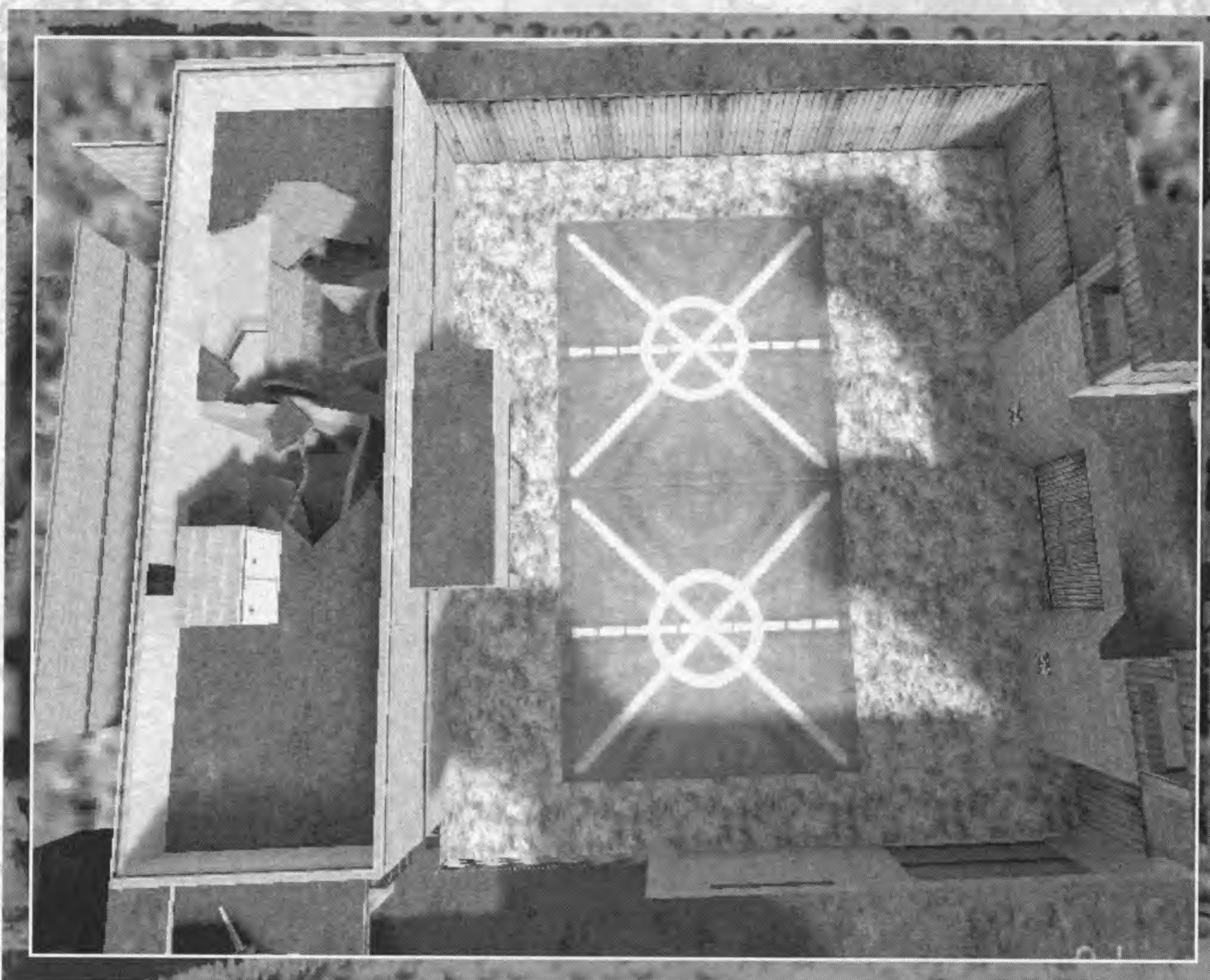
14. Climb a second ladder to the top of the wall.

Bigger Guns

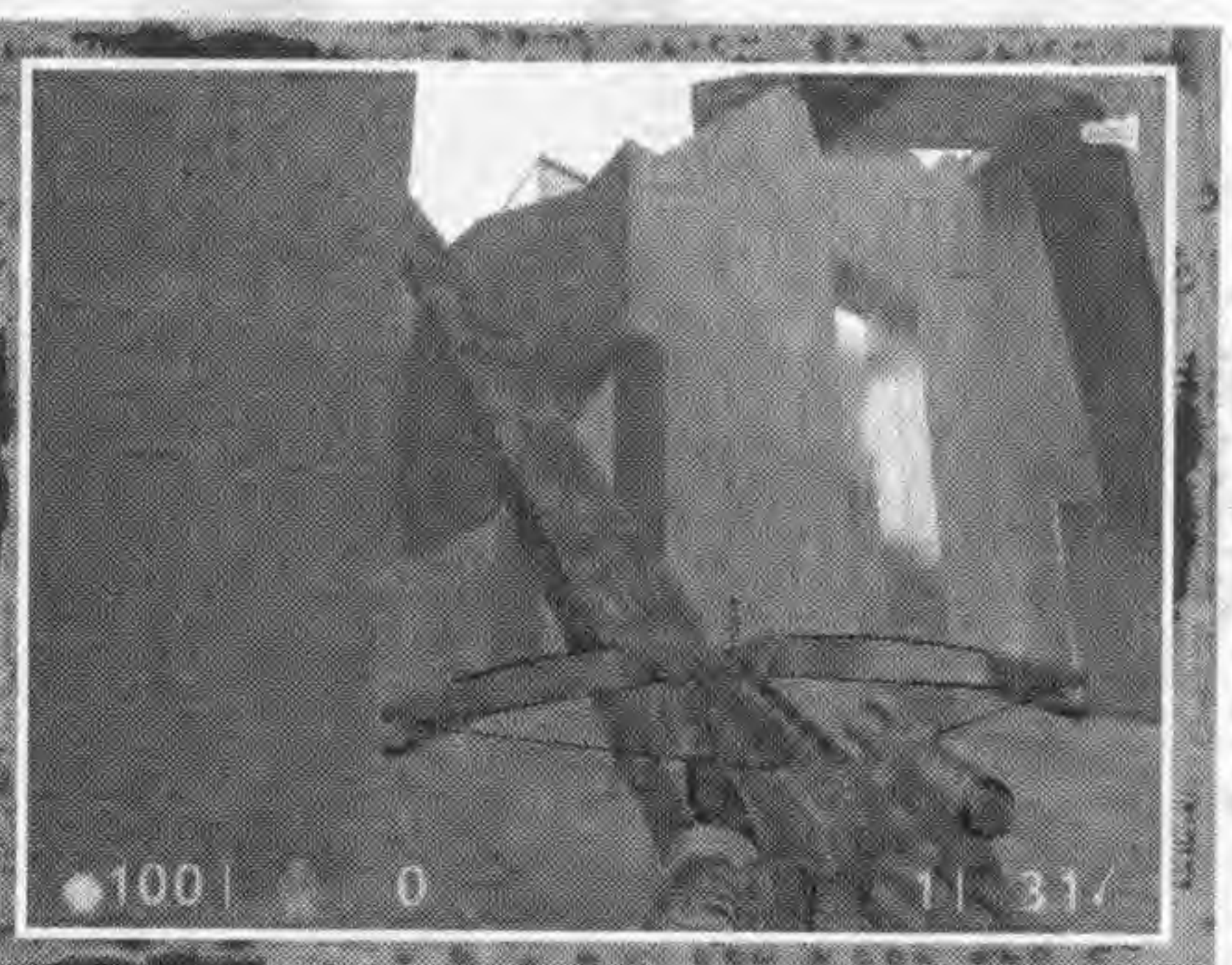
If you're itching to get your hands on some heavy artillery, you'll be pleased with the next few stages, where you get to operate several emplaced guns.



1. You stand on a platform above a maze of broken walls. Go to the right side of the platform, near a beam that descends to ground level. Equip your Crossbow and look over the edge. Kill a Grunt down there.



Map 8-13. Broken maze to left, courtyard to right.



2. Slide down the beam to ground level. Kill two more Grunts, collect some First Aid Kits from a dark alcove, and walk back up the beam.



3. Cross the maze to a doorway. First walk out to the lone piece of ceiling; then leap from there onto some broken walls, and from there to the doorway.





4. The doorway leads to an open courtyard. Two Alien Grunts materialize as you start to cross; backtrack to the doorway and let a pair of Grunts dropped from a Helicopter fight them.



5. Kill the survivors, take down the Helicopter with Tao Cannon blasts, and cross the courtyard. Go through a tunnel, then leap up a series of nearby crates.



6. Upstairs is an Artillery Gun. Use it to blast a hole in the compound's front gate. Send a couple more shots in the same direction to kill two Alien Grunts behind the door. Get a Security Guard to follow you to the locked door under the Artillery Gun and open it. Get the Combat Rifle Grenades.



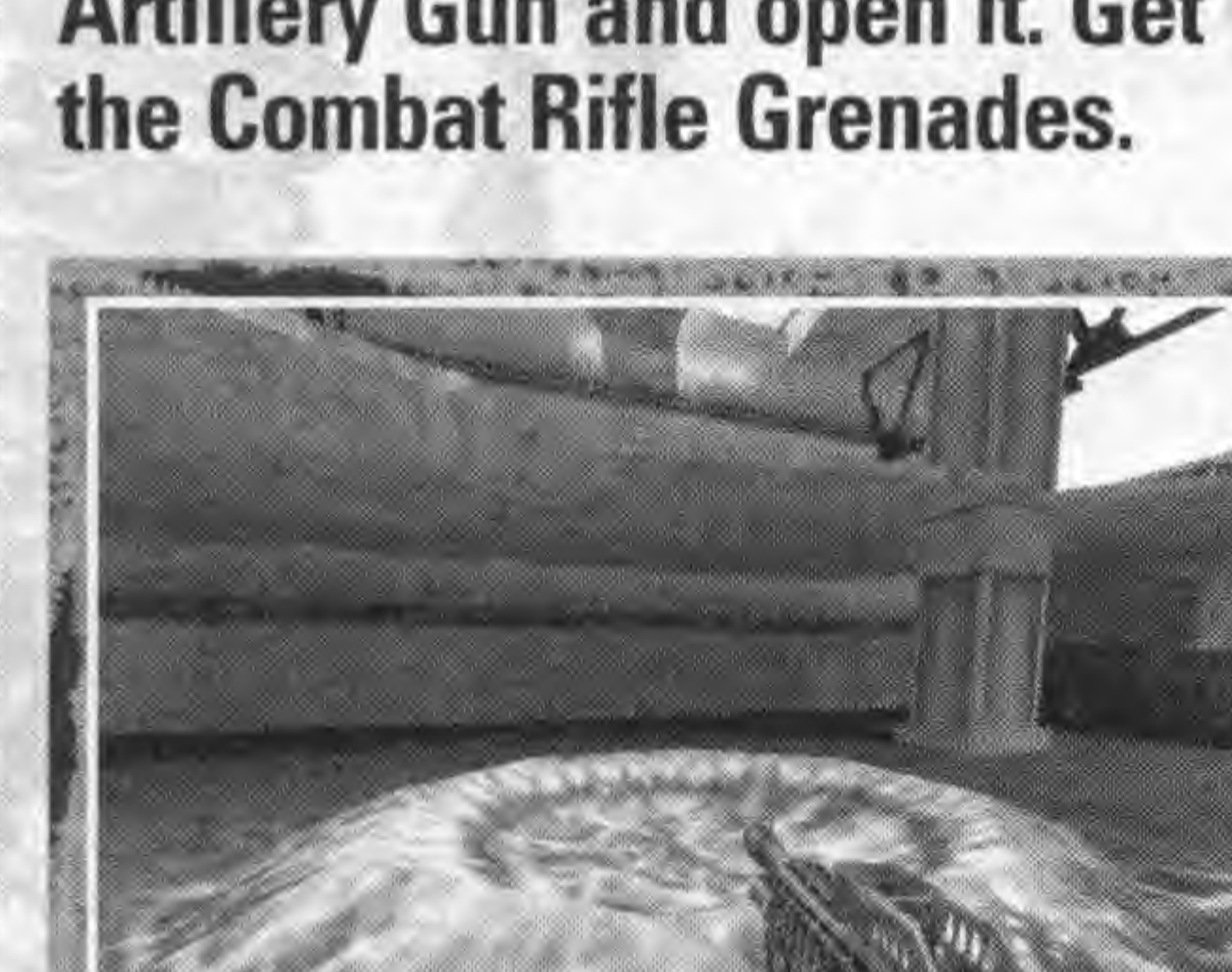
7. Run through the door you just blasted open, and down a corridor beyond. You come to a hallway with several Vortigaunts and a Heavy Machine Gun. Shoot the nearest Vortigaunts with your Combat Rifle, then slide up to the Machine Gun and Use it.



8. Several Vortigaunts now teleport into existence down the hallway. Use the Machine Gun to mow them all down. Be patient, as there's a slight delay between Vortigaunt appearances.



9. When all the Vortigaunts are gone, proceed to the end of the hallway.



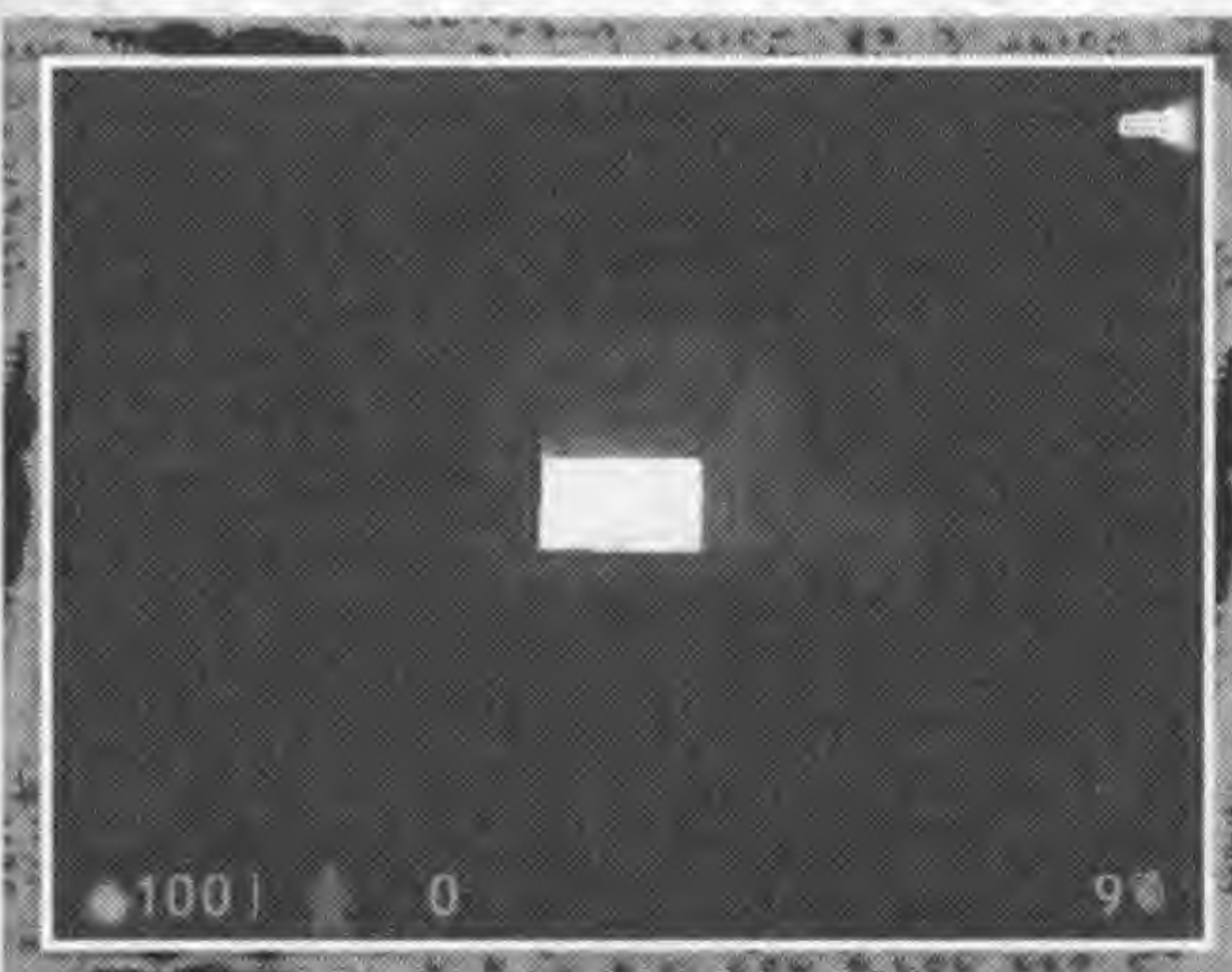
10. There you'll find a giant, spongy growth on the floor. Step onto it: It's sort of an alien trampoline. Use it to jump up to a crumbling ceiling.



11. Approach the edge of the ceiling; several Grunts shoot at you. Back off and take shelter. The Grunts will battle an Alien Grunt and a Vortigaunt. Approach the edge again and kill the stragglers.



12. Drop to where the Grunts and aliens were, and collect First Aid Kits from a stack of crates. Shoot out a small grate near the floor and crawl through.



13. Shoot a cracked wall in the tunnel, and throw a Grenade to kill a pack of Snarks behind it. Watch out for a second pack near the Snark nests.



14. Go to the end of the ventilation tunnel and smash a grate.

On the Run

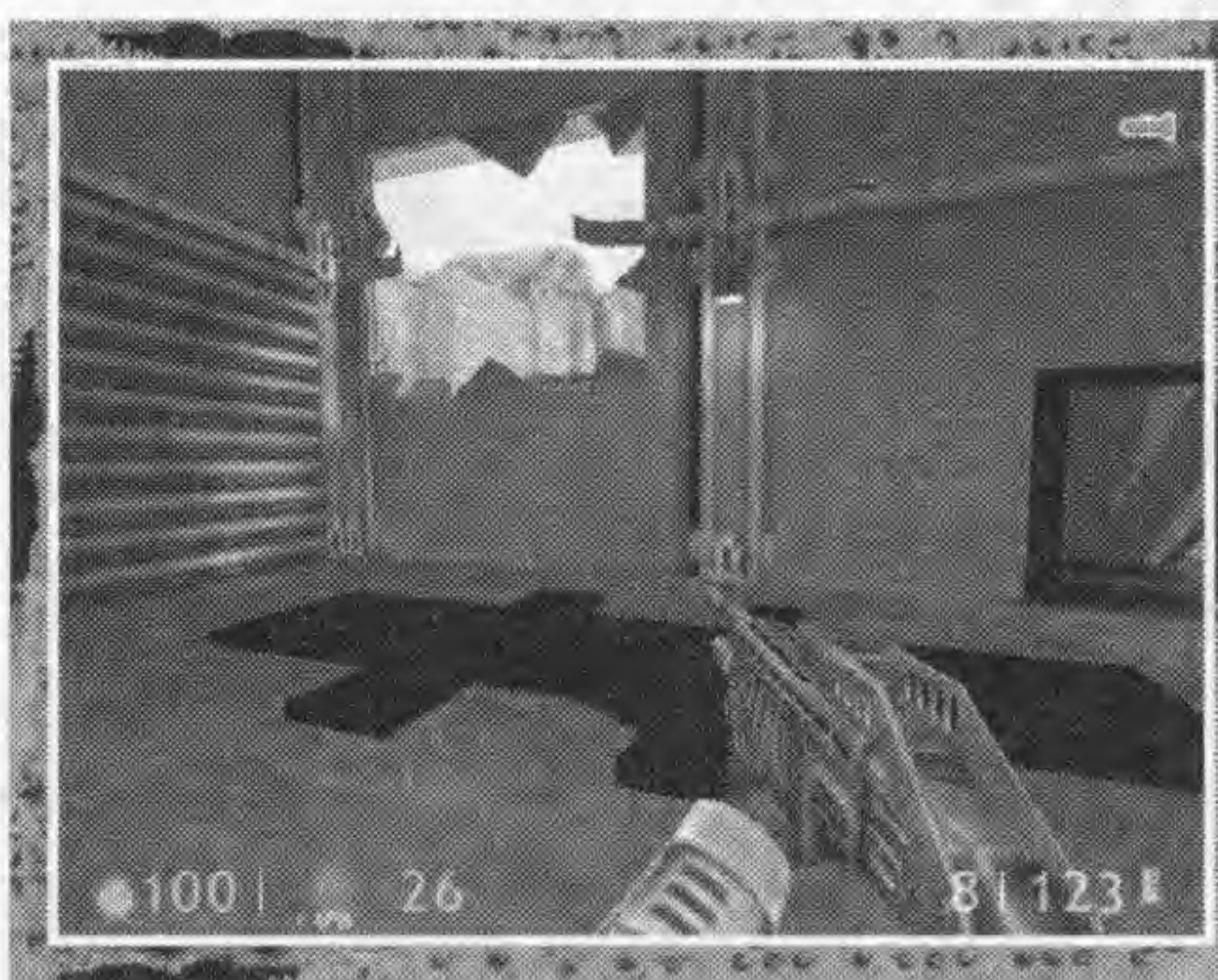
More Grunts, more crumbling structures, and more firefights await you. Don't worry, you're nearing the end of this area.



1. After smashing the grate, back up immediately. A pair of Grunts below shoots out a section of ventilation duct, which falls to the floor; you won't fall if you backed up far enough. Shoot the Grunts from up here, and then drop to the floor.



2. You're in a small garage. There's a metal door on one wall. Open it, then back up quickly. An explosion blocks the doorway and rips a hole in the wall.



3. There are two lifts in this garage, but only one has a vehicle on it. Press a button near the lift *without* a vehicle. That lift descends.



4. Press the button a second time and hurry onto the lift that rises. Now you can see through a big hole near the top of the wall. Shoot two Grunts through this hole, and then jump through it.



5. Outside, there's an artillery cannon. Use the cannon and blast a hole in the big door. Keep shooting through the ruined doorway: several Alien Grunts try to emerge.



6. When all the Alien Grunts are dead, go through the doorway you just blasted open. The hall beyond leads to a balcony above a huge warehouse. A big fight is going on down on the main floor. Stay back as the fight rages, allowing both sides to weaken.



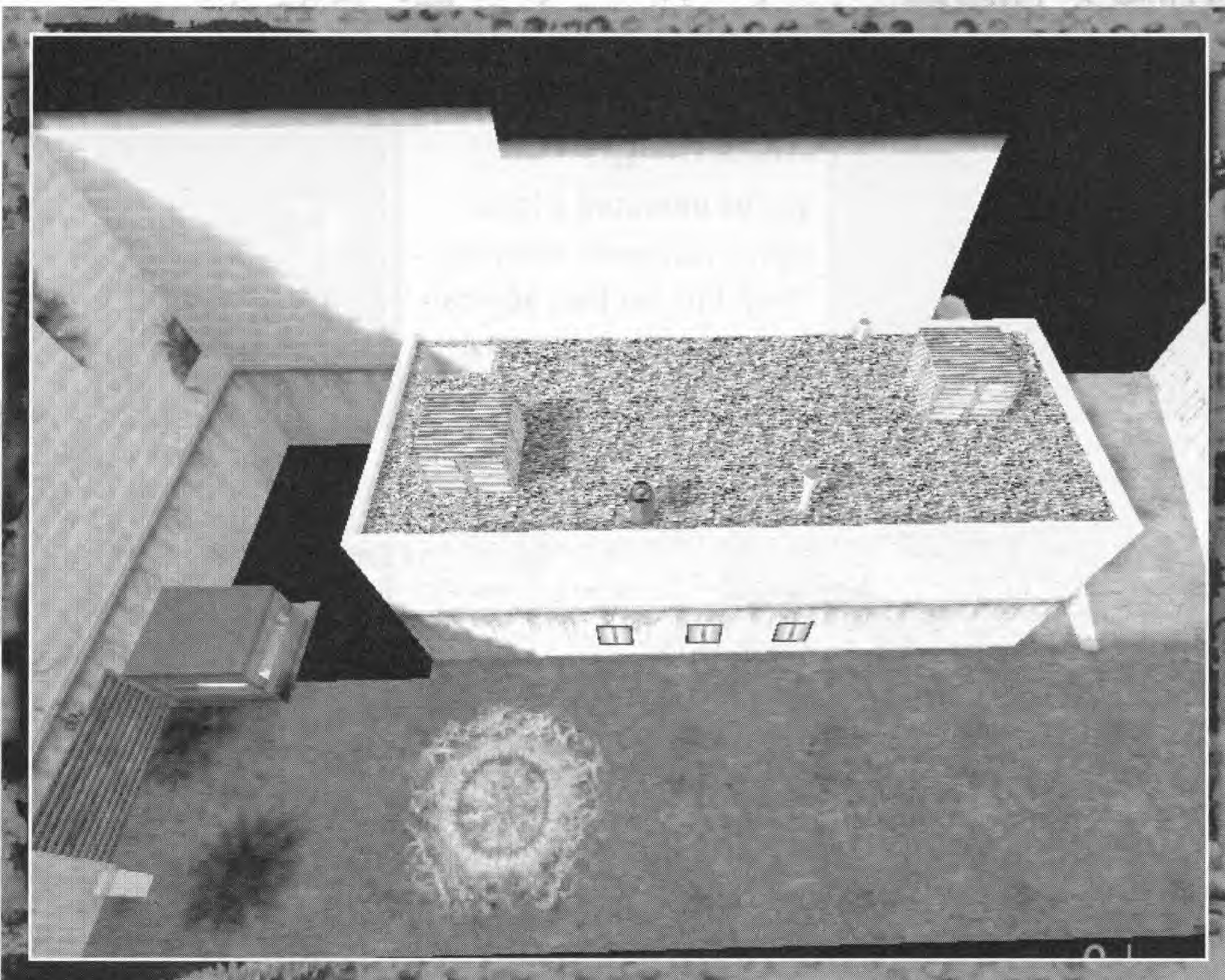
7. Kill any survivors, then descend a ladder to the floor. Collect gear from a small room off to one side, and ammo from the dead Grunts. Climb back up the ladder.



8. Leap across a gap in the balcony and go through a door on the other side.



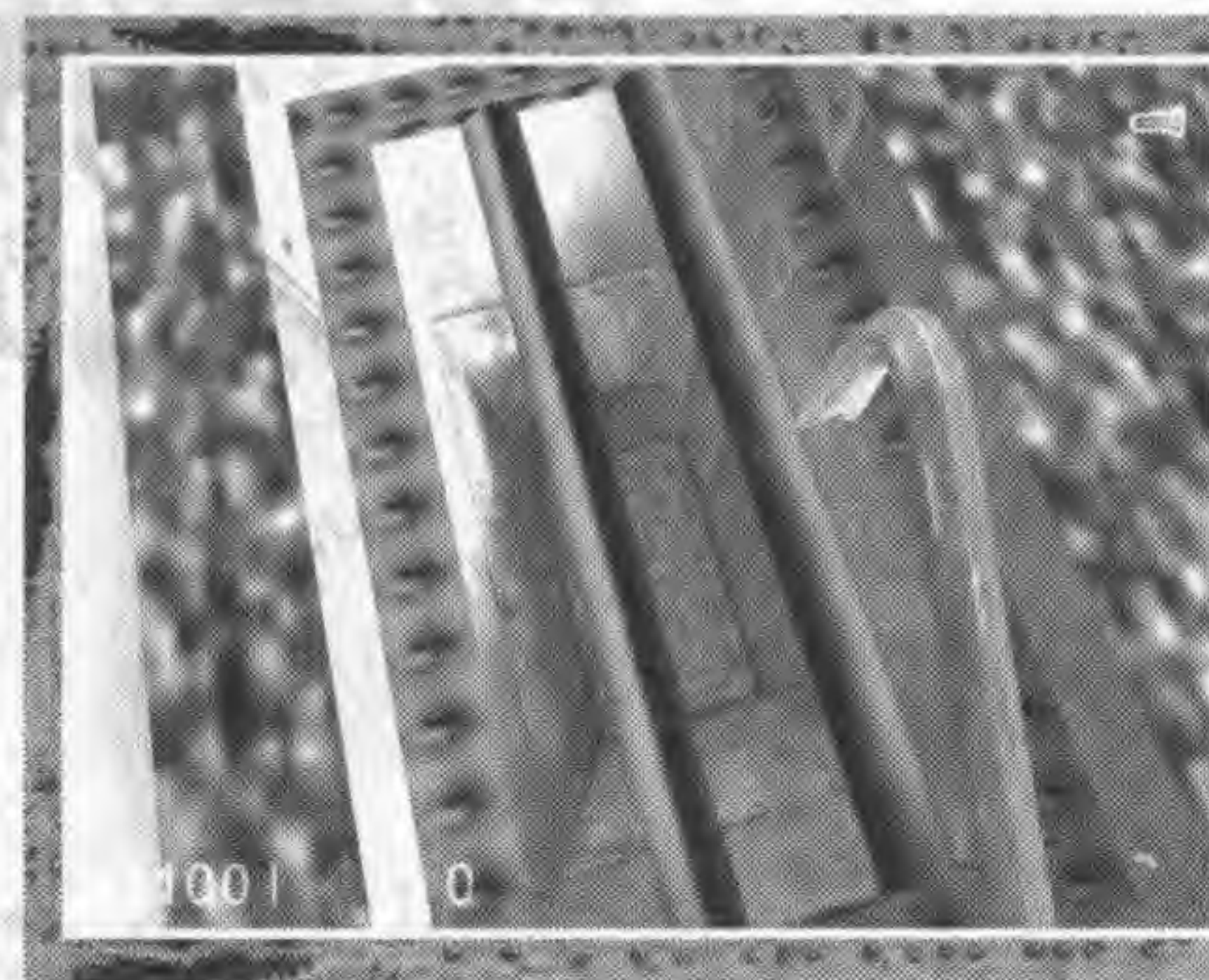
9. Take the hallway, past an Alien Grunt that knocks a hole in the wall to get at you. Kill it, then look out over an outdoor area. Kill any enemies you can see from up here, then drop onto a pile of crates.



Map 8-14. Exterior area with checkpoint (enter from lower right).



10. Downstairs, scour the outdoor area for more enemies; then jump onto a rooftop, using a giant alien "trampoline."



11. On the roof, you'll find a grate. Smash it and drop through the floor.

Inside

You must get through a checkpoint in the outdoor area, but you need a Security Guard to open it. You'll find one in here.



1. Drop through the grate into a shallow pool. Follow a tunnel away from the pool. When a Grunt at the far end opens a hatch and drops in some explosives, back up all the way to the pool and submerge during the explosion.



2. Again, enter the tunnel. This time, go to the end and kill the Grunt.



3. Find a balcony overlooking a room where Grunts battle Headcrabs. Let both sides slug it out, and then advance along the balcony.



4. Jump onto the pipe with a valve wheel on it. Turn the valve wheel and then back up as a hatch opens. Go through the newly opened hatch.



5. Follow the pipe beyond the hatch until it ends at a staircase. Kill a Grunt, then go upstairs. You find a Security Guard up here. Have him follow you.



6. Go downstairs. Kill another Grunt, and have the Security Guard open a door.



7. Pass through the doorway and walk down a hall. You find yourself back in the outdoor area. Kill a pair of Vortigaunts.



8. Approach the checkpoint and run inside the small guardhouse, keeping the Security Guard with you. He presses a button in there to open a metal door.



9. Go through the metal door and into a parking garage.

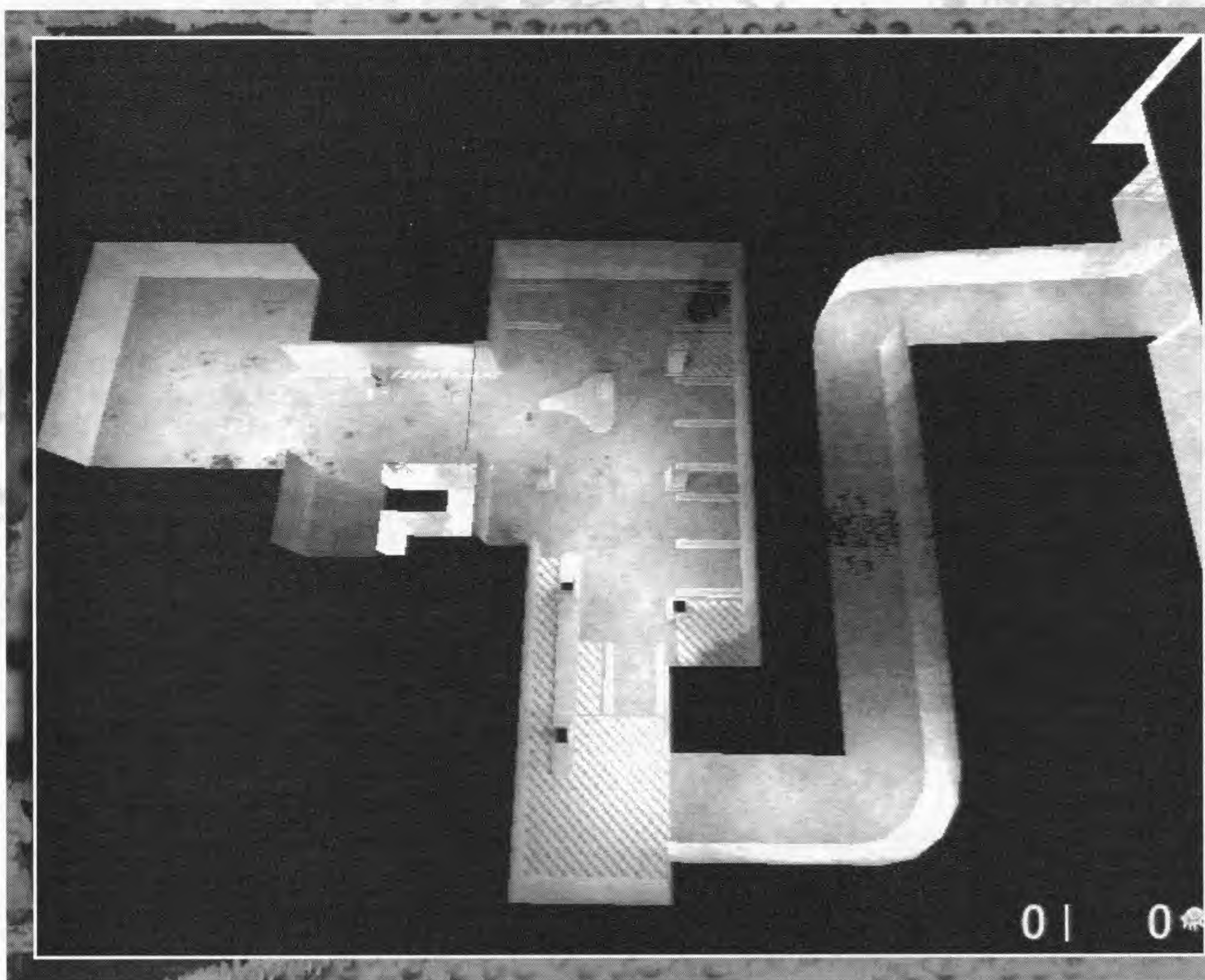
Incoming!

You've operated a lot of heavy weapons. After you finish this section, you can add air strikes to the list.



1. As you enter the parking garage, a Gargantua on your left smashes a pair of Grunts. Flee to the right. Don't wait for the Gargantua to attack: Just go!





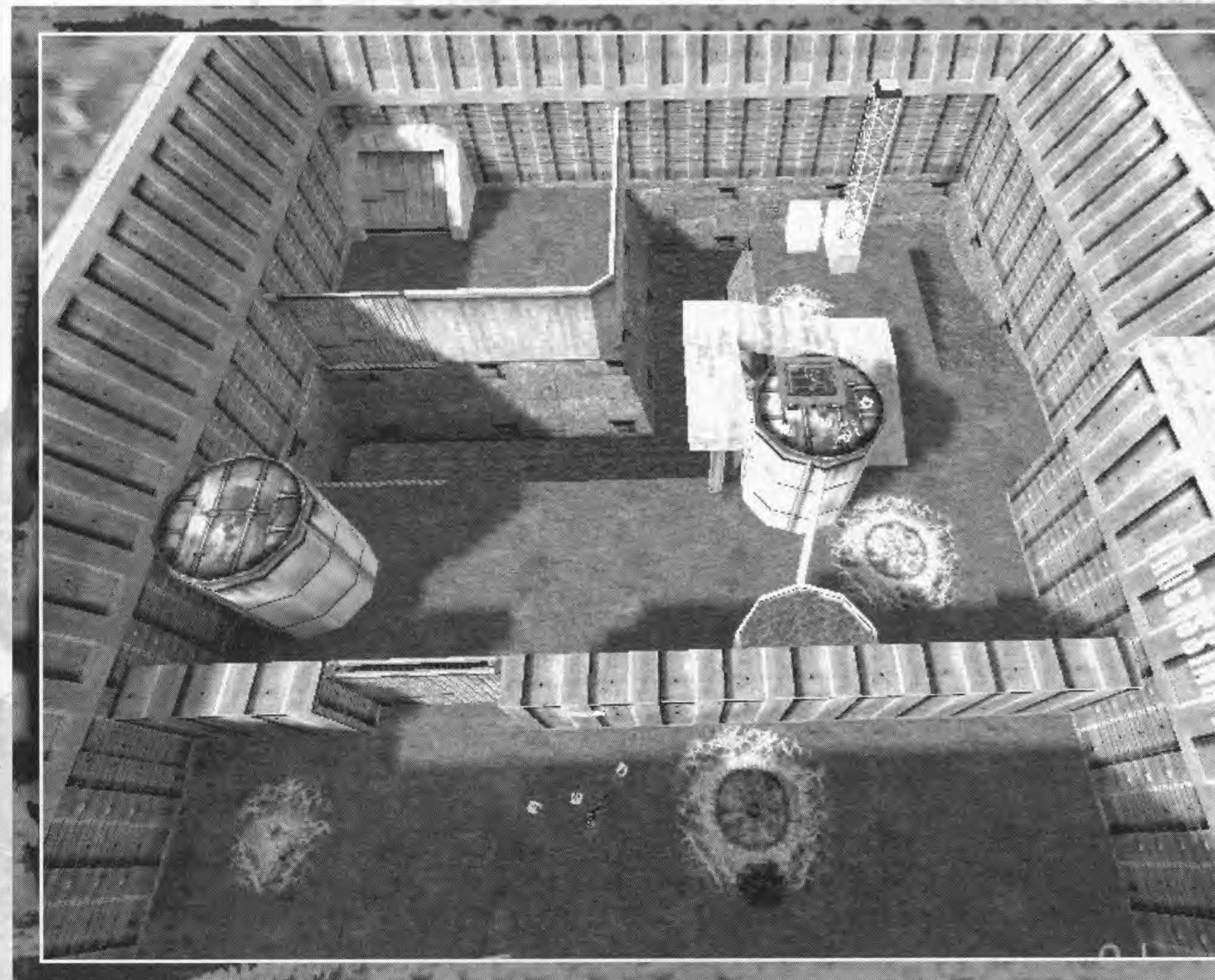
Map 8-15. Parking garage with Gargantua.



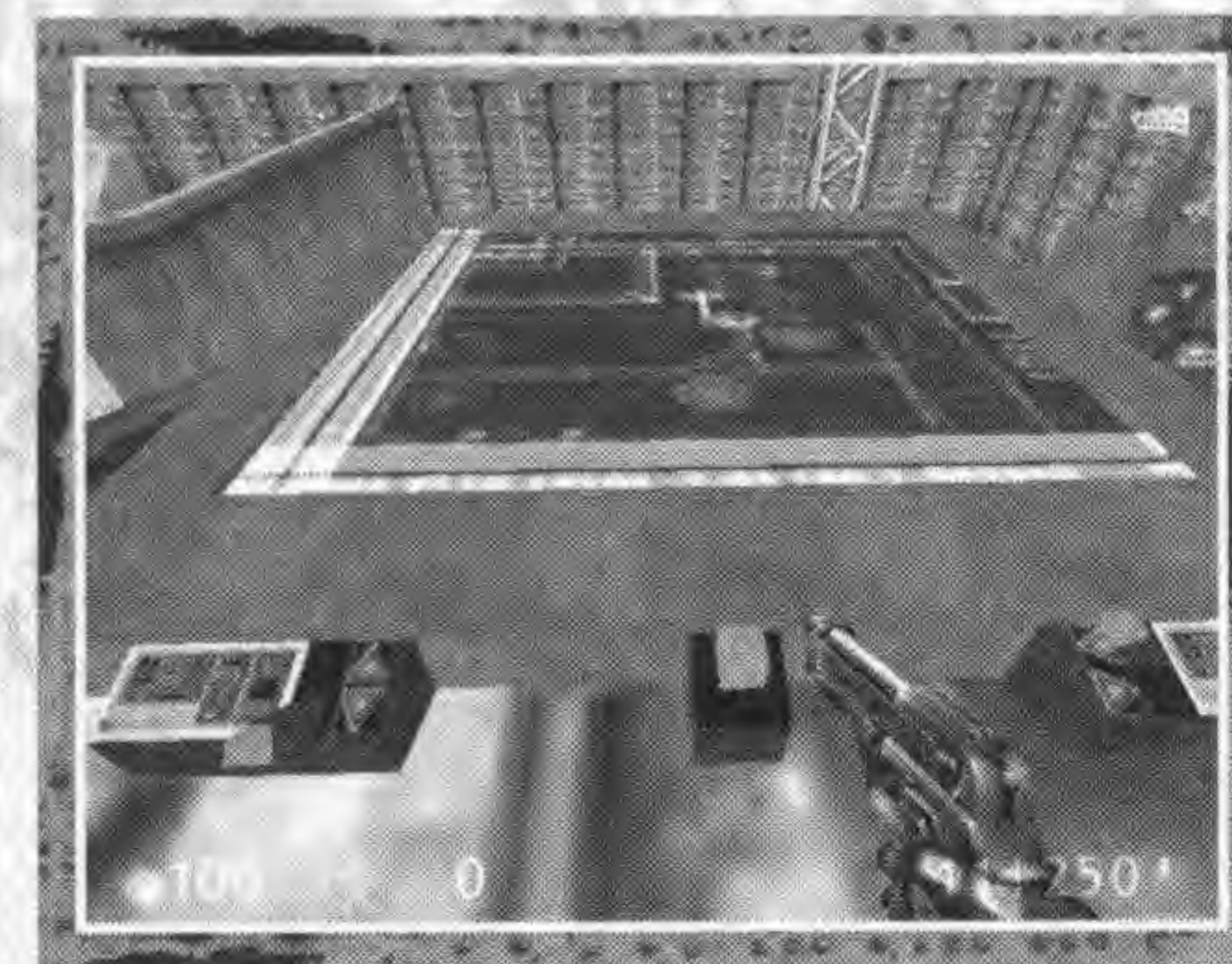
2. Eventually the parking garage gives way to an outdoor area. There's a big wall here, and an alien trampoline. Use the trampoline to jump across the wall, and steer yourself into a convenient water storage area on the other side.



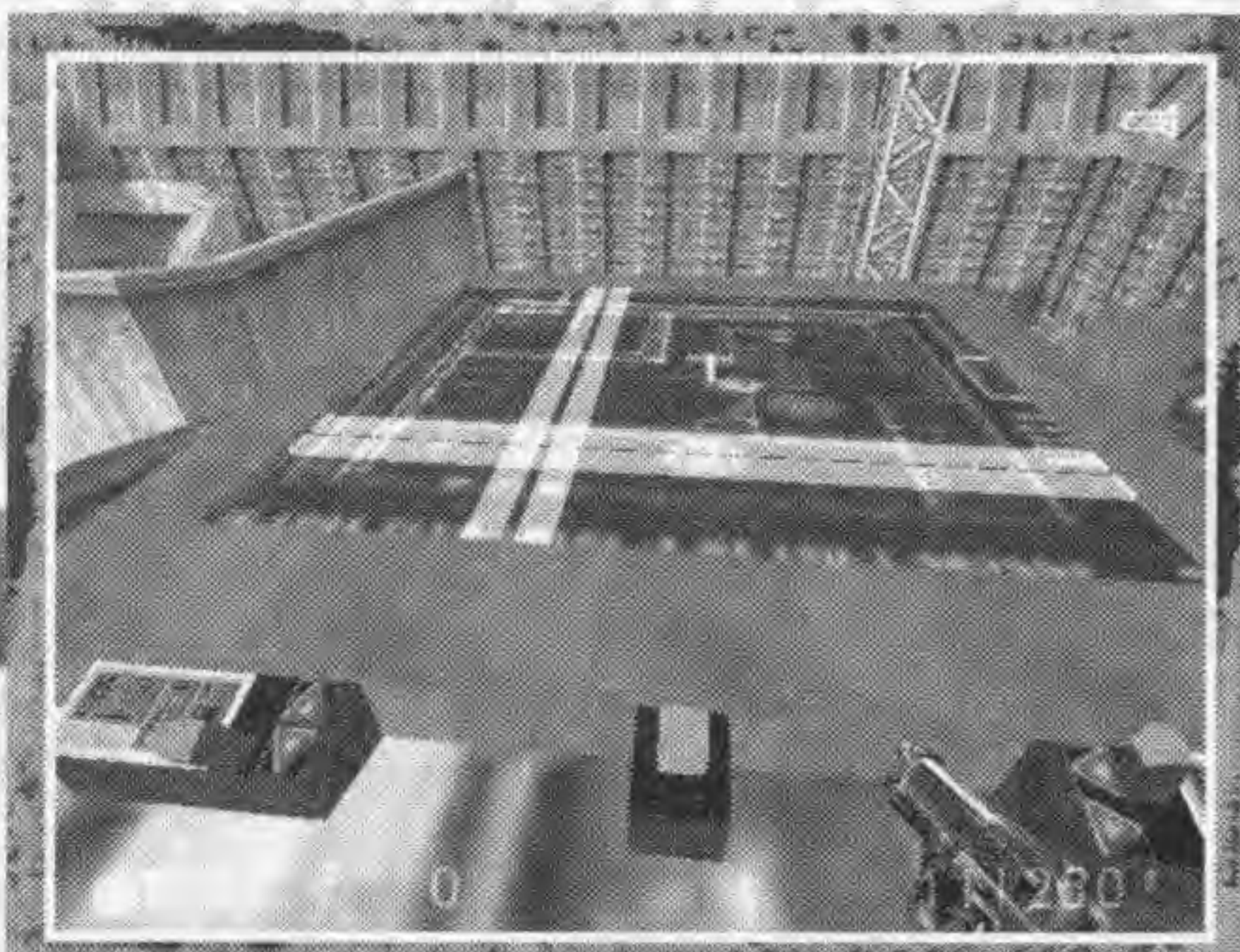
3. Climb onto the rim of the water storage area and walk along a narrow pipe to the top of a high tower. (You also can use another trampoline to reach the top of this tower.)



Map 8-16. Exterior area.



4. Atop the tower are a radio and a map of this area. Play with the map's controls to see how they move the targeting crosshair.



5. If the Gargantua followed you out here, it'll approach the wall and stand there for a while before trying to smash through. Using the controls to either side of the map, move the crosshair into the position shown in the screenshot—more or less where the Gargantua is standing.

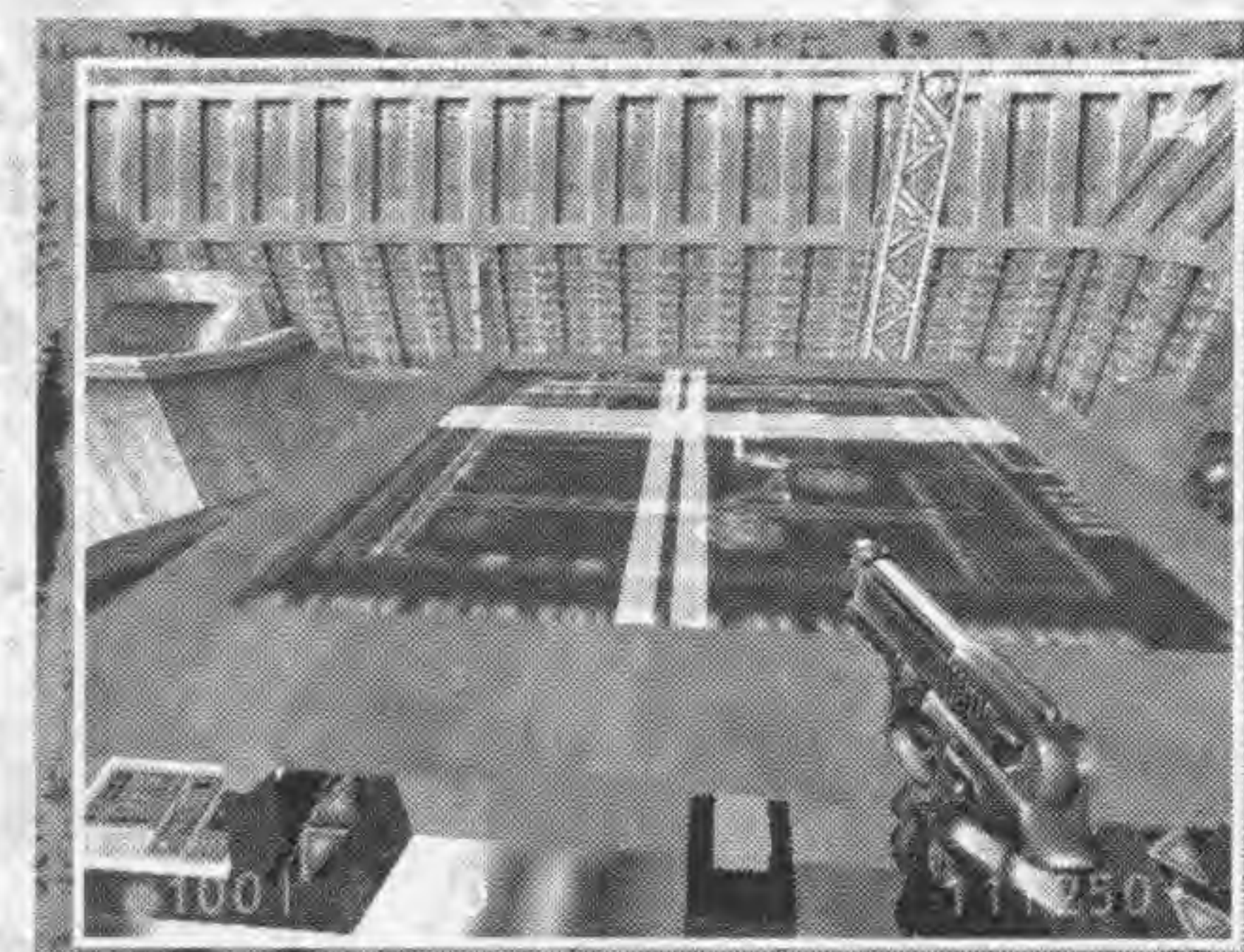


If Gargantua didn't follow you out here, you don't have to worry about it. Go to Step 7.

Air strikes aren't an exact science. If your first strike misses, adjust the controls slightly and try again. Always watch to see where the strike lands!



6. Press the central button several times to unleash air strikes on the targeted position. Watch where they fall. If they don't hit Gargantua, move the crosshair and try again.



7. Now move the crosshair to the spot shown in the screenshot. Launch an air strike. It should break a wall protecting a corner of this area. If it misses, tweak the crosshair and try again.



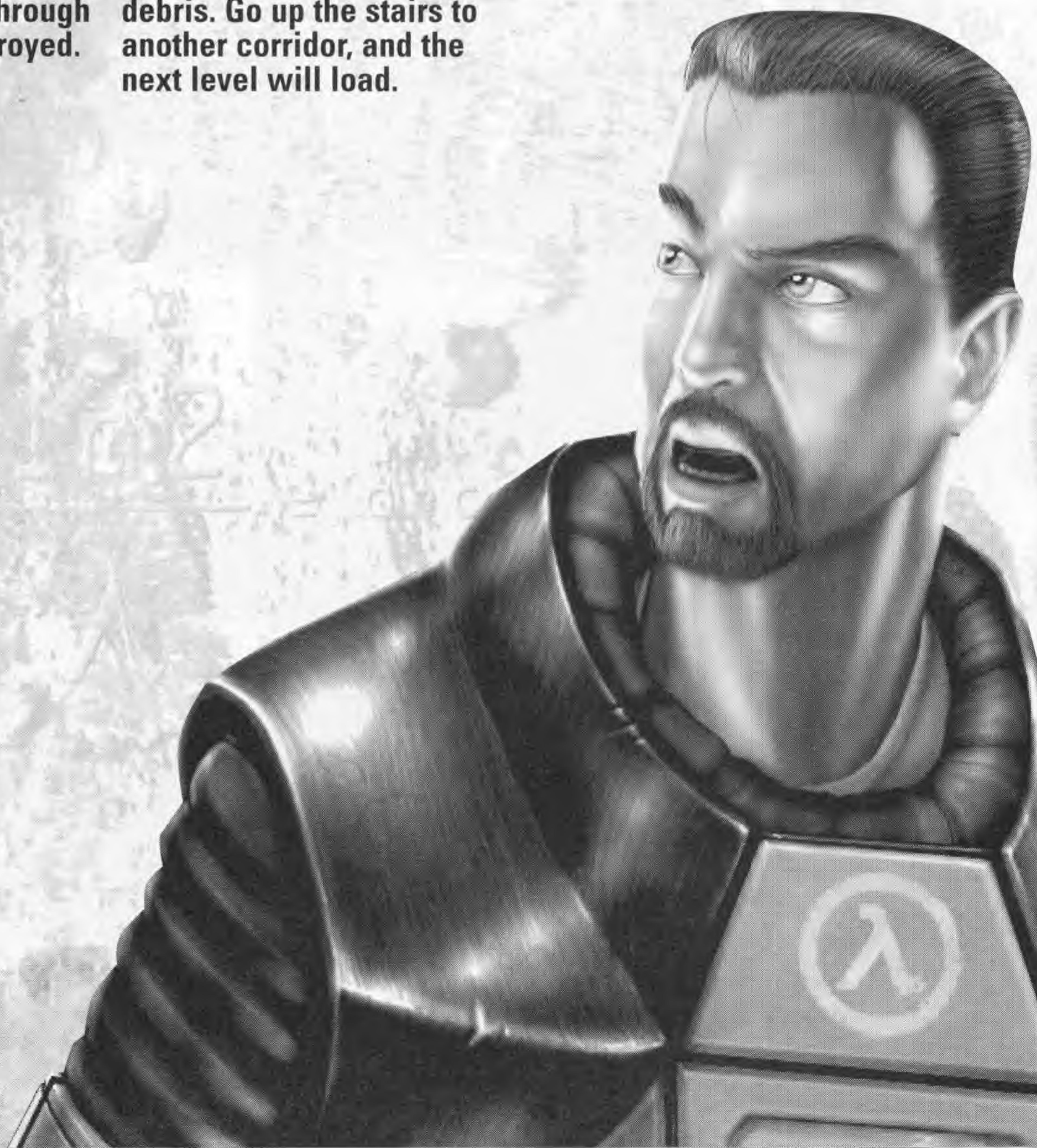
8. When the wall's demolished, place the crosshair in the position shown in the screenshot. Launch an air strike. It should break open a large door beyond the broken wall. As always, adjust the crosshairs and try again if the first strike misses.



9. Drop to a ledge near your tower. Leap from there through the wall you just took out with an air strike (it's a long jump); go through the door you just destroyed.



10. Follow the corridor beyond to a short stairway, taking it slowly and watching for falling debris. Go up the stairs to another corridor, and the next level will load.



WALKTHROUGH, PART 6

THE FOLLOWING THREE LEVELS ARE DIFFICULT AND UNIQUE. PREPARE YOURSELF FOR INTENSE COMBAT.

FORGET ABOUT FREEMAN!

This level continues several themes from earlier levels. Grunts battle aliens, emplaced guns let you inflict massive damage, and difficult environments challenge you.

Turret Troubles

The first order of business is to avoid being crushed by falling ceiling blocks. After that, things get only marginally easier.



1. Walk forward into a garage. A door closes behind you automatically, and chunks of the ceiling start to fall. Slide back and press against the door that just closed behind you, making sure to stand near dead center of the door.



If you get squashed, try again. This time, look up as you stand near the door. You can see the shape of the ceiling block that's going to fall on you. Use that to gauge where to stand.



Map 9-1. Guardroom, left—open area where multiple enemies appear, right.



2. Jump over the debris and go out through the room's only exit.



3. You arrive at a guardroom. A radio spouts messages, and you'll find a wall-mounted lever and a computer here



4. Jump down to the main floor. Note that you can get back into the guardroom by leaping on a broken piece of concrete.



5. Locate a Security Guard and have him follow you out onto the main floor. You find some Alien Grunts. Instead of fighting, run back to the guardroom. Throw the wall lever to activate a Turret. Then stay by the lever, crouching to avoid enemy fire. The Turret will destroy some of the Vortigaunts and Alien Grunts.



6. When no more enemies are visible, turn off the Turret and return to the main floor. Kill any remaining aliens down here.



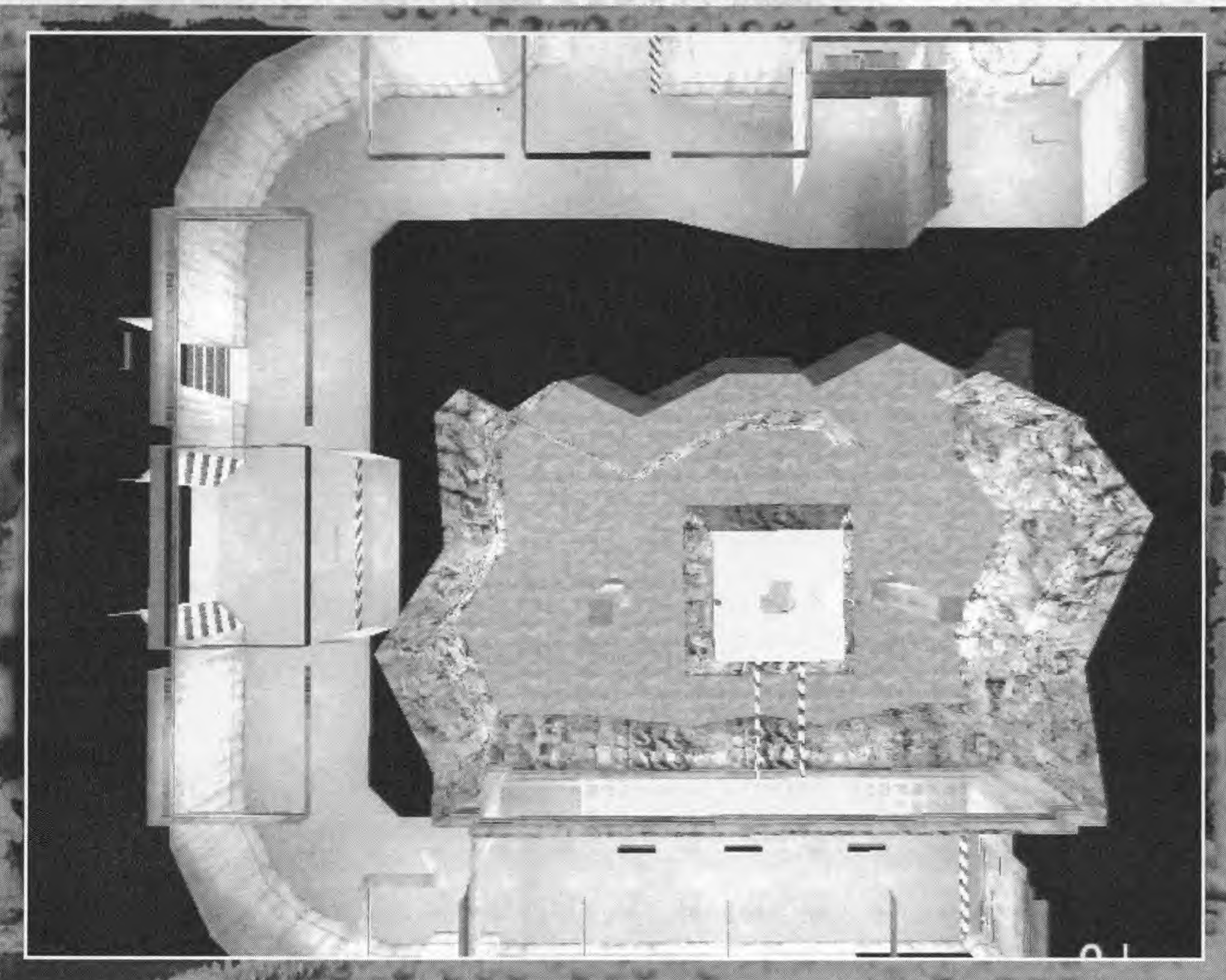
7. Down on the main floor, jump on a pile of crates to get over a railing to a First Aid Station. Jump back down when you're through, and walk into new territory.



8. Follow the main floor to a T-junction with a stop sign. To the left is an alien sphere filled with Snarks, and a wall of alien gunk. If you want to kill the Snarks and go through the gunk, you'll find supplies—but it's probably not worth it. Take a right instead.



9. After taking a right, you'll find a hall with some Vortigaunts. Kill them, and then walk out onto a bridge. Kill the Snarks in the sphere on the bridge.



10. Walk across the bridge and turn a valve wheel. A hatch opens. Descend the ladder beneath the hatch.

Map 9-2. Corridor approaching pond.

Underwater

This area mixes damaging environments with dangerous foes. Follow these instructions to stay alive!



1. Downstairs is a small room with a Headcrab. Shoot it before it triggers a laser beam, and then destroy a Tripod-Mounted Chaingun. Go through a short tunnel.



2. You find a room with two shallow canals. Break a crate for a First Aid Kit, and then jump-crouch over a low grate guarding one of the canals. You land in the water on the other side.



3. Swim down the canal and take a left onto a small walkway. Follow the short walkway to another watery area.



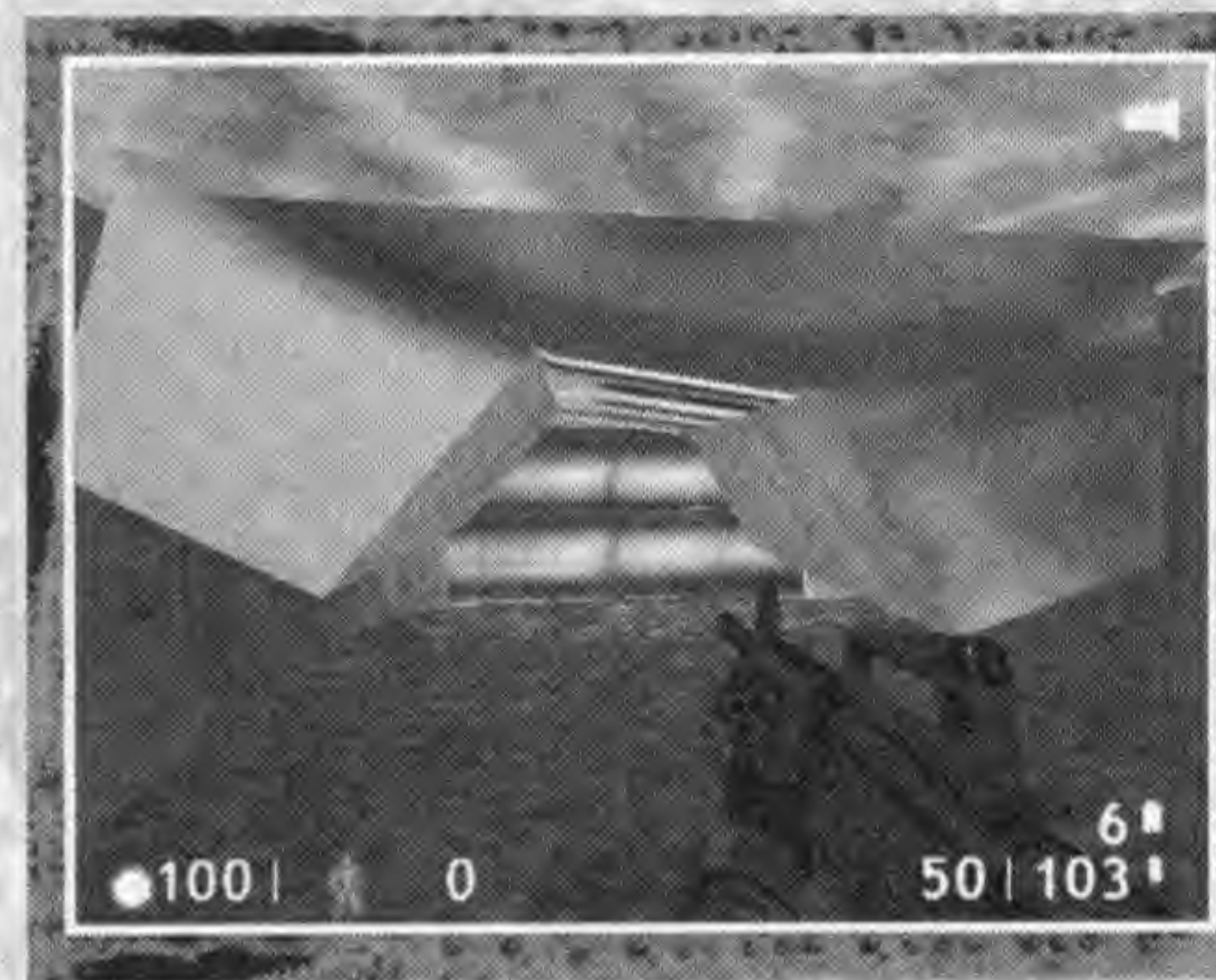
4. Now you can jump into the water again and go either left or right. To the right is deep water with an Ichthyosaur; avoid it. Go left instead, into a shallow section.



Map 9-3. Watery area: enter from upper right and proceed along horseshoe-shaped waterway.



6. You come to another gear. Swim under it to approach a small area with a Tripod-Mounted Chaingun and a Grunt. Destroy both and get back on land. In a small alcove, you find RPGs and a ladder leading up.



5. The shallow section leads to a massive gear. Swim under and through the gear, and then through several underwater pipes.

TIP

Use a Crowbar to smack Hagworms out of your way. You might want to stay underwater after clearing the gear. There's damaging steam at the surface.

On the other hand, if your HEV Suit energy is low, you *can* surface and look for a place to climb out on your right. This takes you to an HEV Station.



Map 9-4. Exterior with Tank guarding exit.



7. Climb the ladder to an outdoor area with two Grunts and a Tank. Kill the Grunts first, while hiding from the Tank and dodging Grenades. Then take out the Tank with several RPG shots.



TIP
Allow the Grunts to come to you, and watch out for those Grenades.

The Tank can fire either a Machine Gun or its own main gun, but it fires only one weapon at a time.

After destroying the Tank, go back down the ladder to restock on RPG ammo.



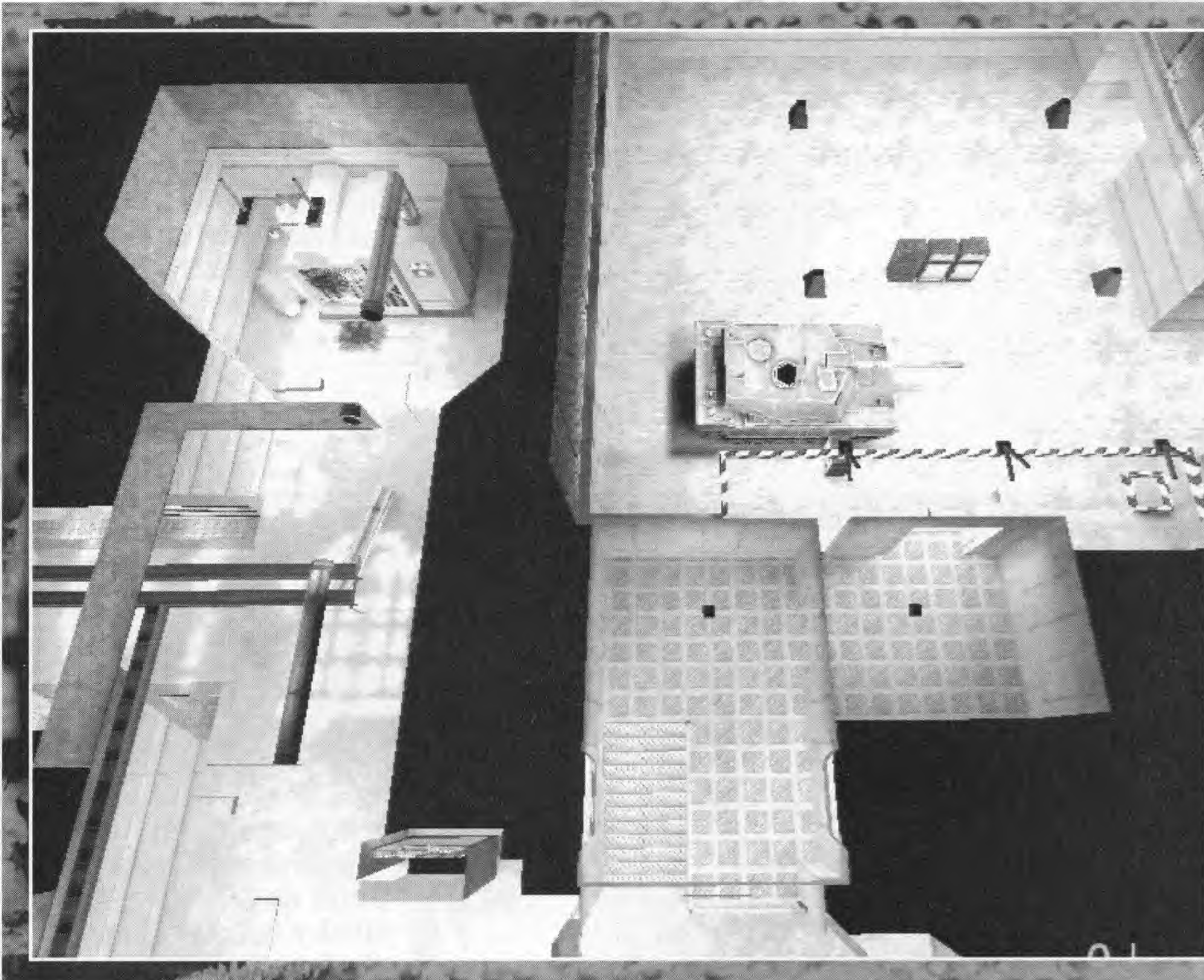
8. Walk past the ruined Tank into an alcove with an elevator and a Tripod-Mounted Chaingun. Destroy the Chaingun and take the elevator.

Tank Commander

Getting past the next area requires heavy use of a stationary Tank's weapons, so prepare for some gunnery.



1. The elevator takes you down to a corridor covered with radioactive waste. It ends in a T-junction. Take a left, hopping over waste, to collect a Battery. Then return and take the other path.



Map 9-5. Elevator and toxic spills, left—warehouse with Tank, right.



2. You approach a platform with two Grunts on it. Kill both and collect a First Aid Kit from a nearby alcove.



3. Get on the platform and go down a short hallway to a warehouse. An immobile Tank and several Grunts are fighting Alien Grunts in here. Hide, then kill the survivors and jump down to the main floor. Collect ammo from crates.



4. Climb a short ladder onto the Tank. Use the main Tank Gun once to blast away a door. Then Use the Tank's Machine Gun to gun down a host of Vortigaunts and Alien Grunts that appear near the ruined door.



5. Cautiously walk through the door you destroyed, and then run backward when Alien Grunts start shooting at you. Kill the Alien Grunts as they come to you.



6. There are still Alien Grunts to the right and left of the hallway beyond the door. Return to the hallway and kill a lone Grunt to the right; then focus on both an Alien Grunt and Energy Cannon to the left.



Use the RPG, Tau Cannon, or other tough weapon to finish off the Grunts and the Energy Cannon.



7. Walk past the destroyed Energy Cannon and operate a wall panel to open a massive sliding door.



8. Walk through the door and press a button on the other side to open a second door. Walk through it.



LAMBDA CORE

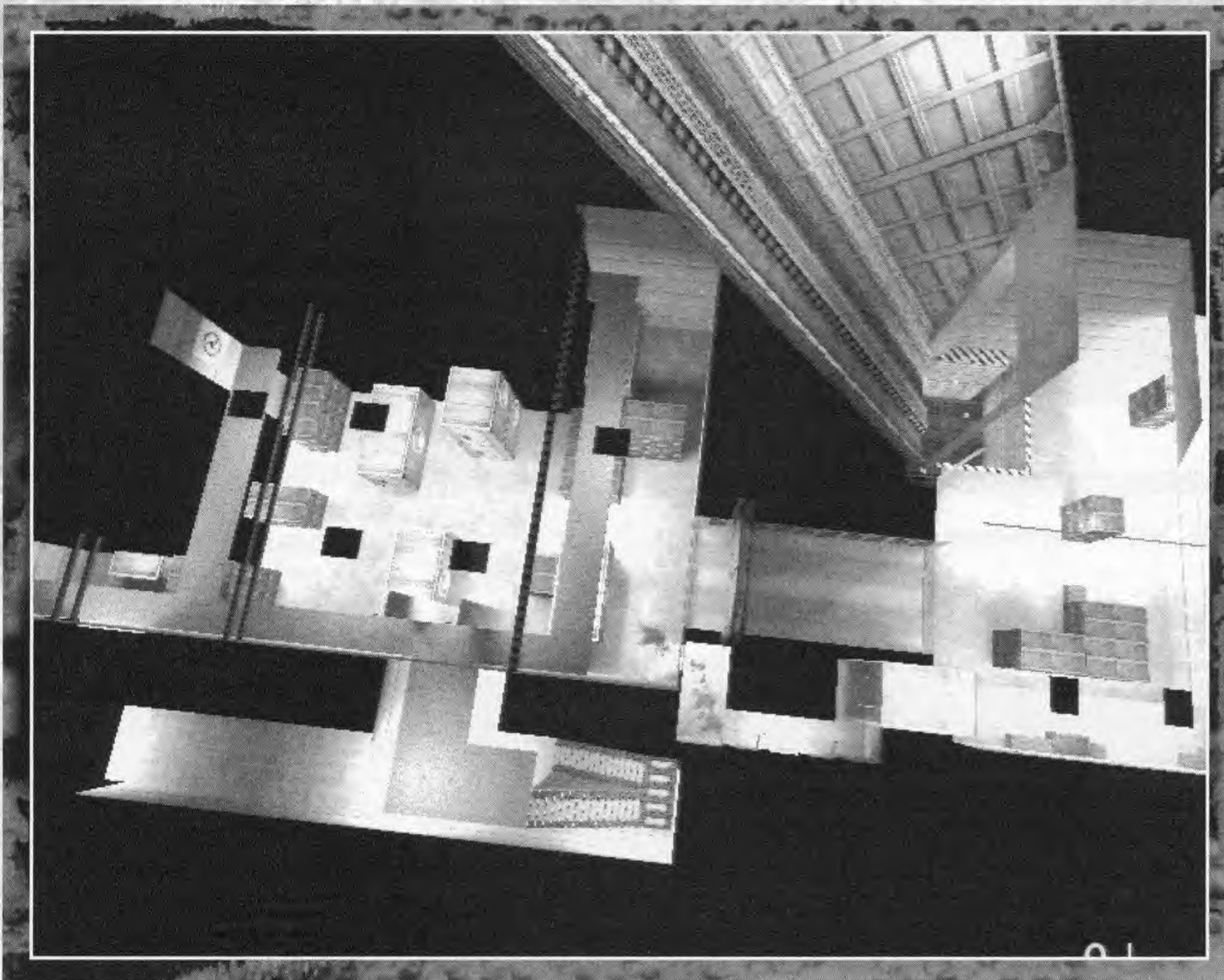
You're getting close to a nuclear reactor. Keep moving!

Entering the Core

Here's how to reach the nuclear reactor.



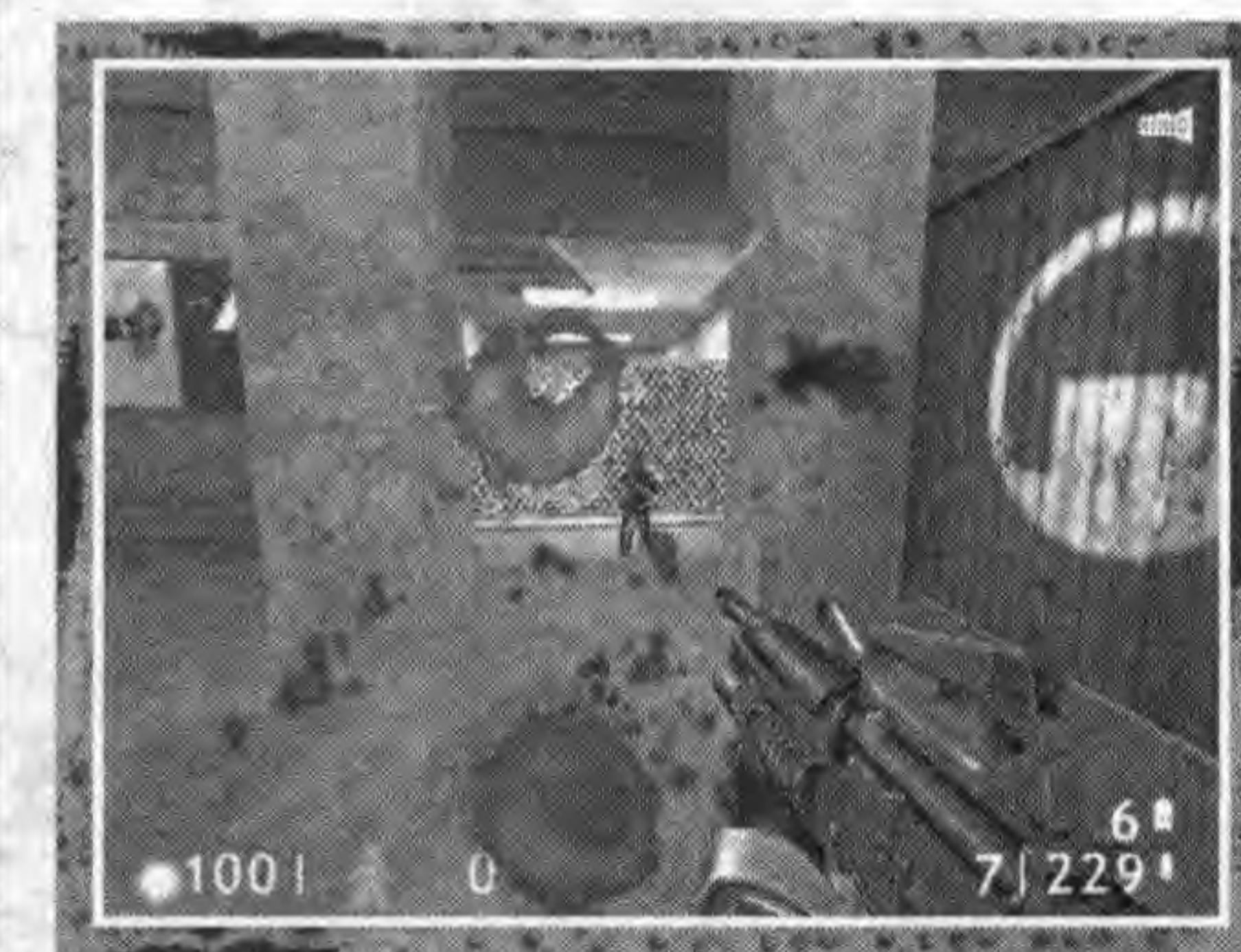
1. You appear in a room with a truck on a lift, and a control booth to the right. Enter the booth, press the button, and ride down on the lift with the truck.



Map 9-6. Lift down—warehouse with Assassins, left.



2. Downstairs, kill several Headcrabs and a Bullsquid. Break crates for ammo and climb a ladder to a raised platform. Go through small a metal door labeled "Hazardous Material Handling Bays."



3. Beyond the door is a massive room filled with explosive barrels and crates. A big catwalk looms overhead. Four Assassins inhabit this room. Move cautiously and kill them all.



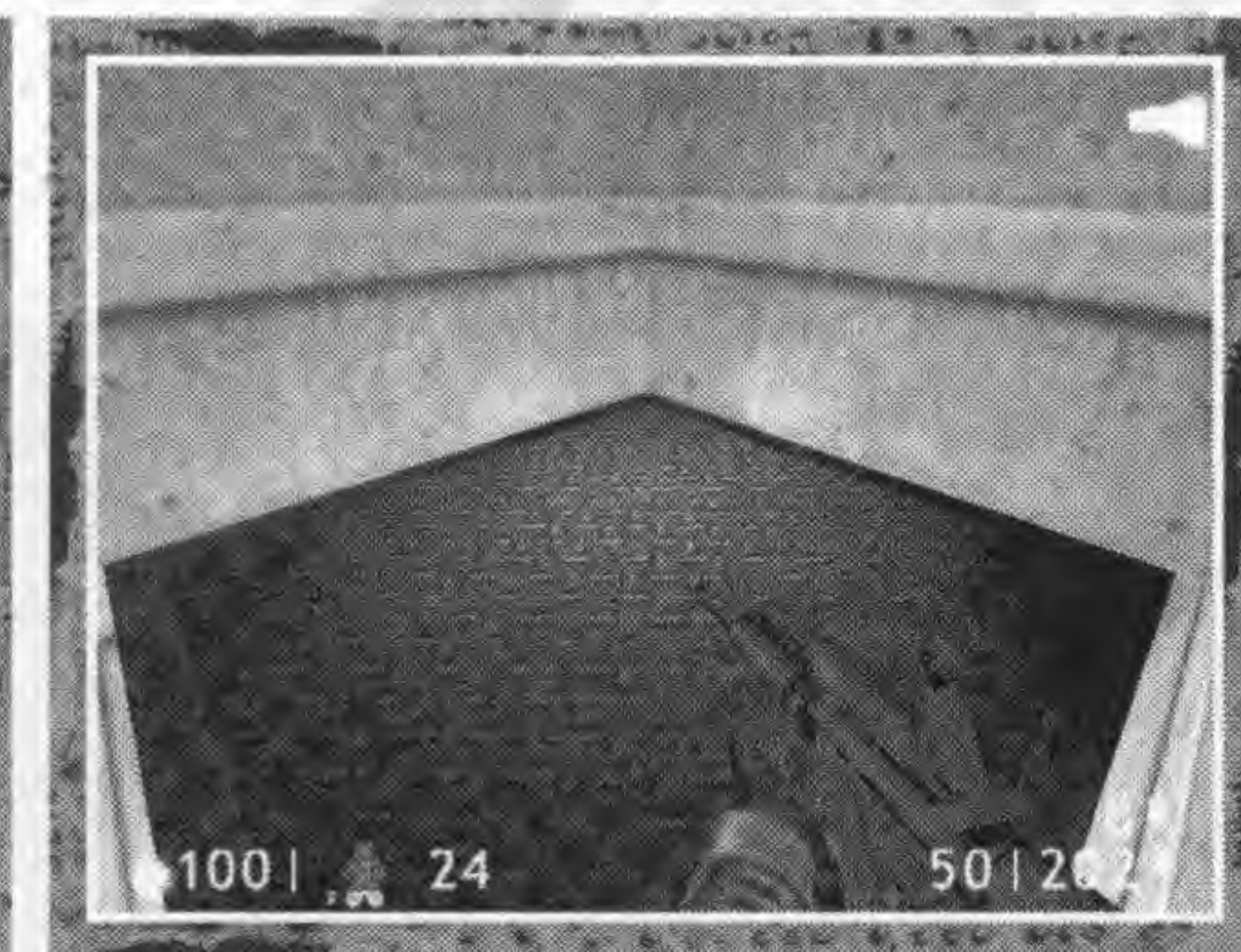
Look up, because two of the Assassins tend to stay up on the catwalk.



4. On the right side of the room, several breakable crates block a corridor. Break the crates, go upstairs to the catwalk, and kill any Assassins you find up there.



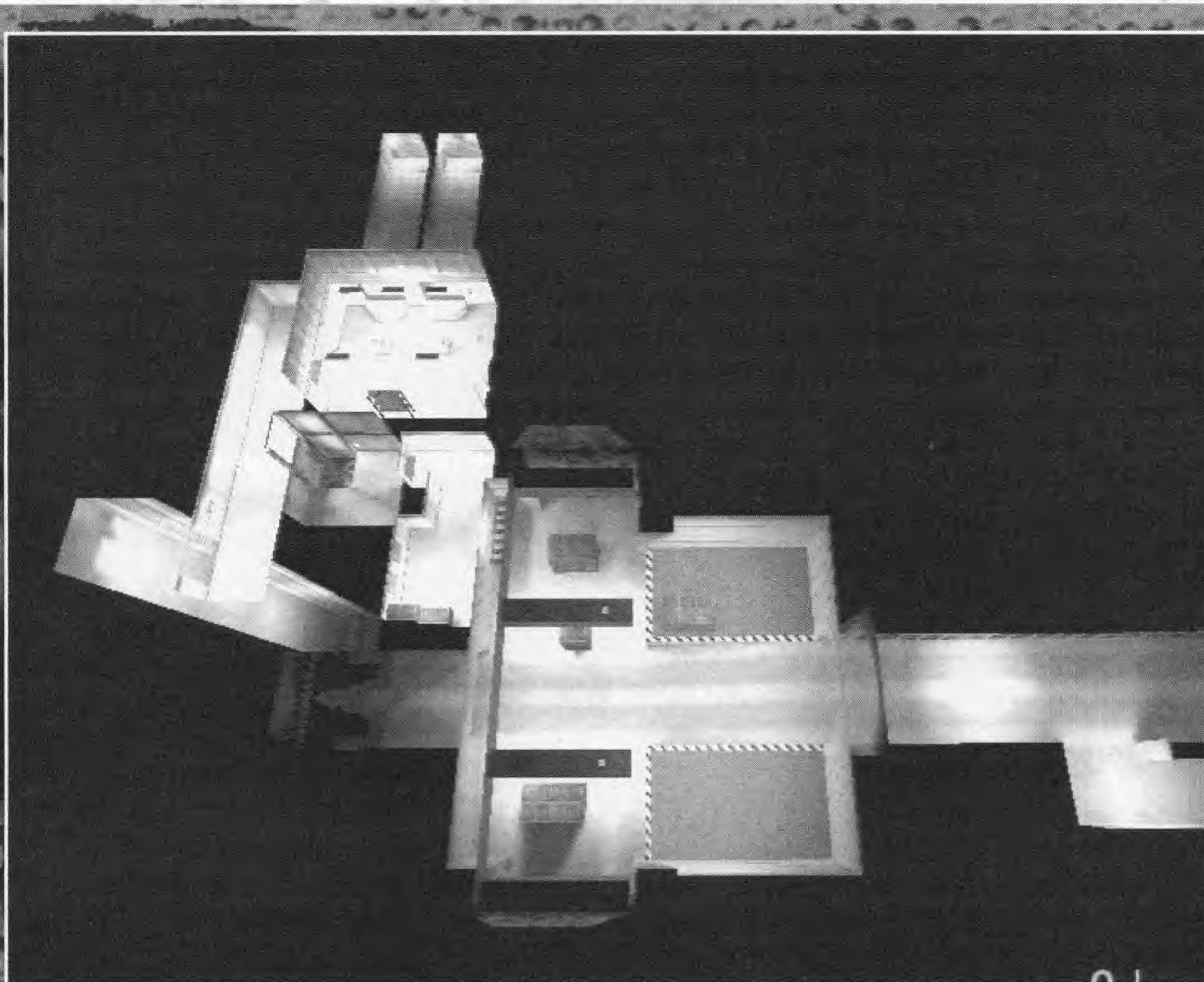
5. From the catwalk, locate a stairway leading down. Take it to gain access to First Aid and HEV stations. Go back upstairs when you're through.



6. Follow the catwalk into a dark area with an elevator. Take the elevator down.



7. Downstairs is a massive tunnel. Open the big doors at one end. An Alien Grunt appears behind you as you open these doors; another appears in front of you. Kill the Alien Grunt behind you by shooting explosive barrels, and then take on the one in front. Two more Alien Grunts appear after you kill this one.



Map 9-7. Enter from right, meet Scientist near middle, Gluon Gun and shooting range near top.



8. When the Grunts are all dead, climb a ladder on the other side of the room. This leads to a small room with a Scientist. Listen to him, and watch as he uses a Retinal Scanner to open a door.



9. Go through the door. Use the First Aid and HEV stations beyond, and then go up a short lift.



10. Upstairs, take a right at a T-junction. Enter a lab with a Gluon Gun and a Scientist. You can press buttons to release monsters and test the Gluon Gun on them—or simply take the Gluon Gun and ammo, and leave.



11. Return to the T-junction, and this time take the other path, to an elevator. Take the elevator upstairs.

The Core

Lambda Core contains numerous aliens that teleport in unexpectedly. Watch for these enemies as you follow the next few steps.



1. The elevator takes you to the core of the Lambda reactor. You appear on a balcony overlooking pools of coolant. Follow the corridor with a blue sign that says "Coolant Station 01."



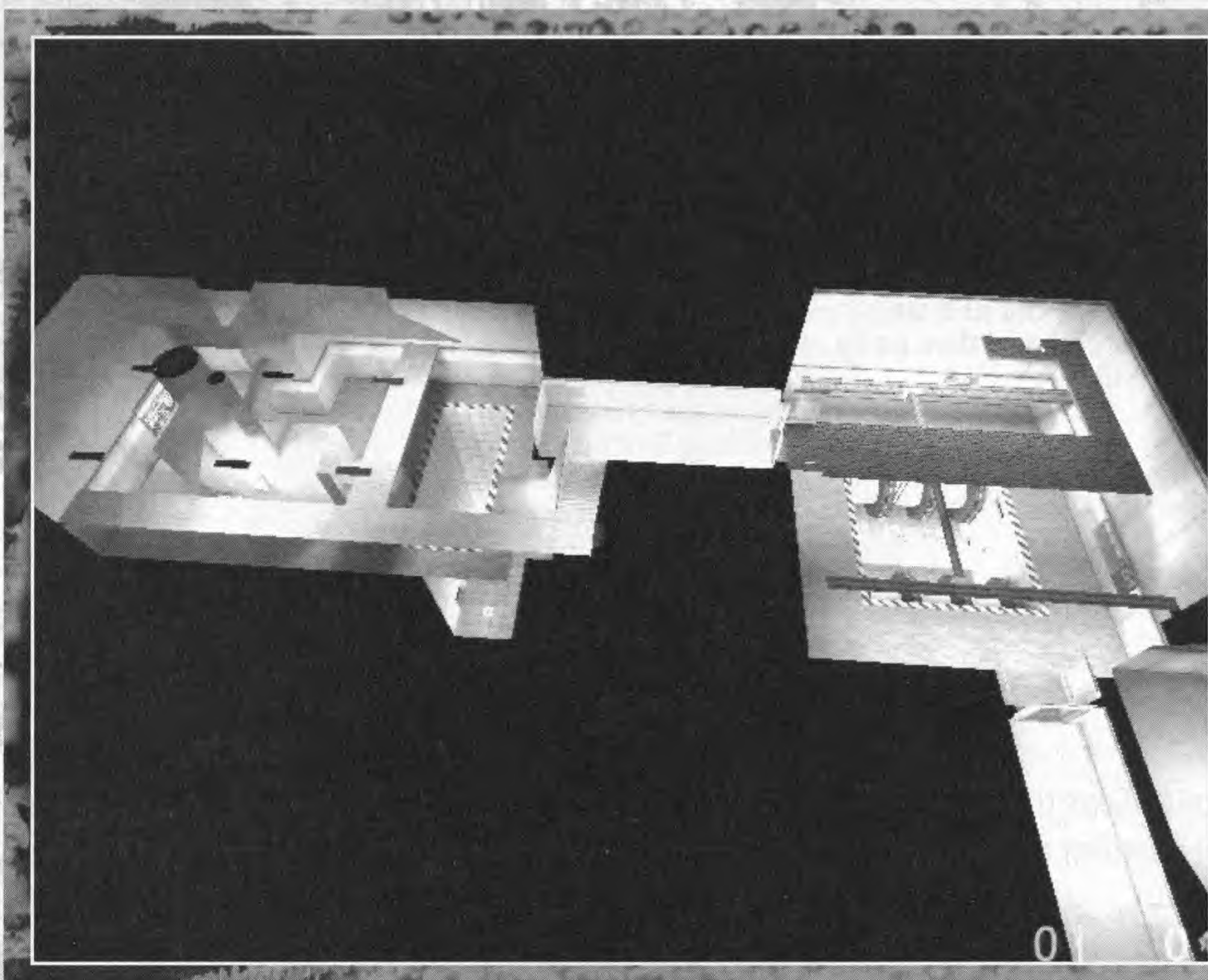
Map 9-8. Lambda Core, main area.



2. Follow the corridor down a ramp and around a bend. Take a right and cross a bridge; another blue sign that reads "Coolant Station 01" tells you you're headed in the right direction.



3. The corridor leads to a big coolant chamber with three Alien Grunts. Kill all three, and then climb a ladder. Follow the catwalk to a room labeled "Pump Station 01."



Map 9-9. Coolant Station 01, right—Pump Station 01, left.



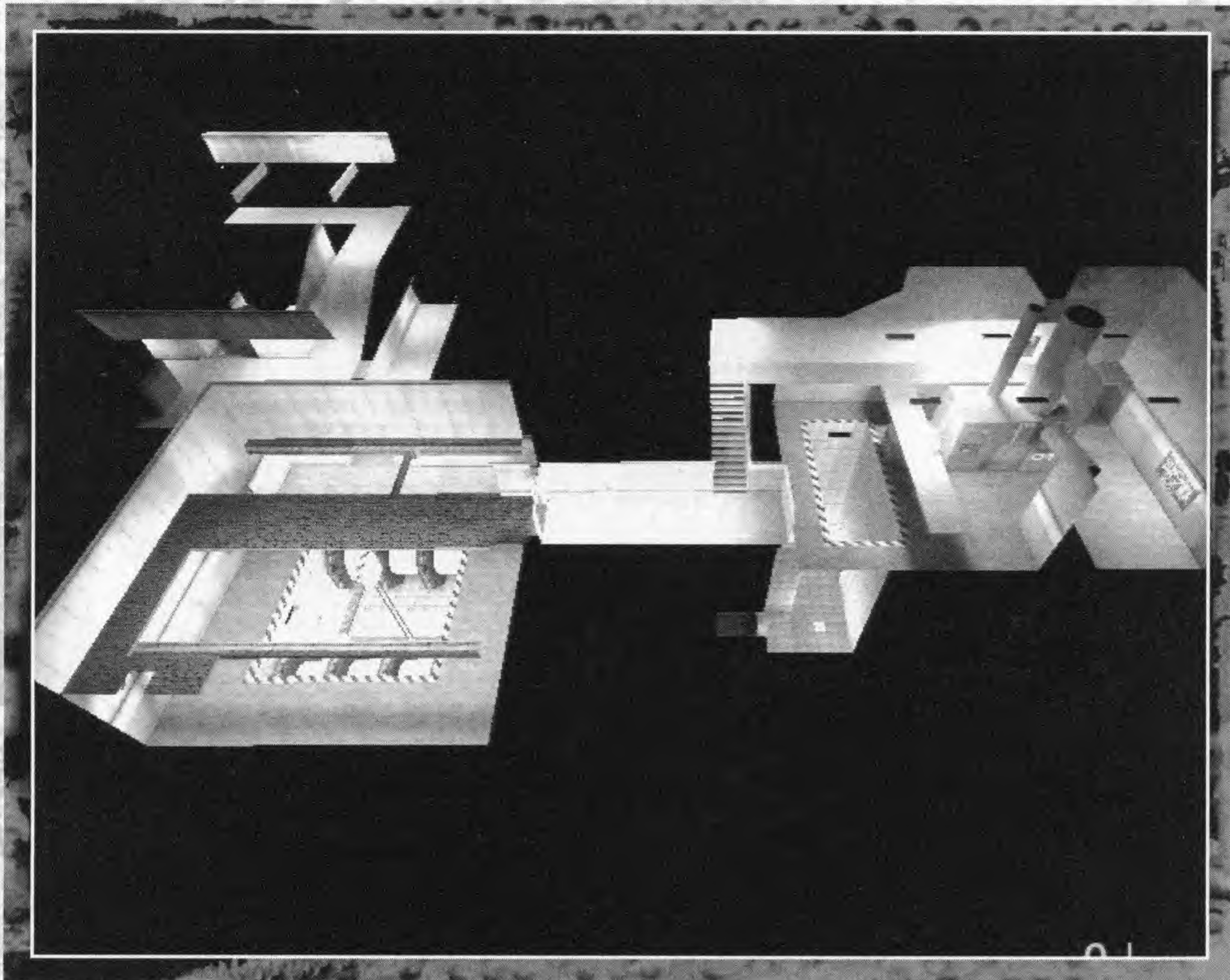
4. In the Pump Station, kill Headcrabs and Vortigaunts, and then activate a lever labeled "Pump 01." A large reservoir below fills with water.



5. Return to the main balcony. Follow the yellow signs leading to Coolant Station 02.



6. Follow the rubble-filled hallway to Coolant Station 02, a large room that looks much like Coolant Station 01, except for the Barnacles on the ceiling and a crane hoisting a heavy pipe. Kill the Alien Grunts and Barnacles, and then climb a ladder.



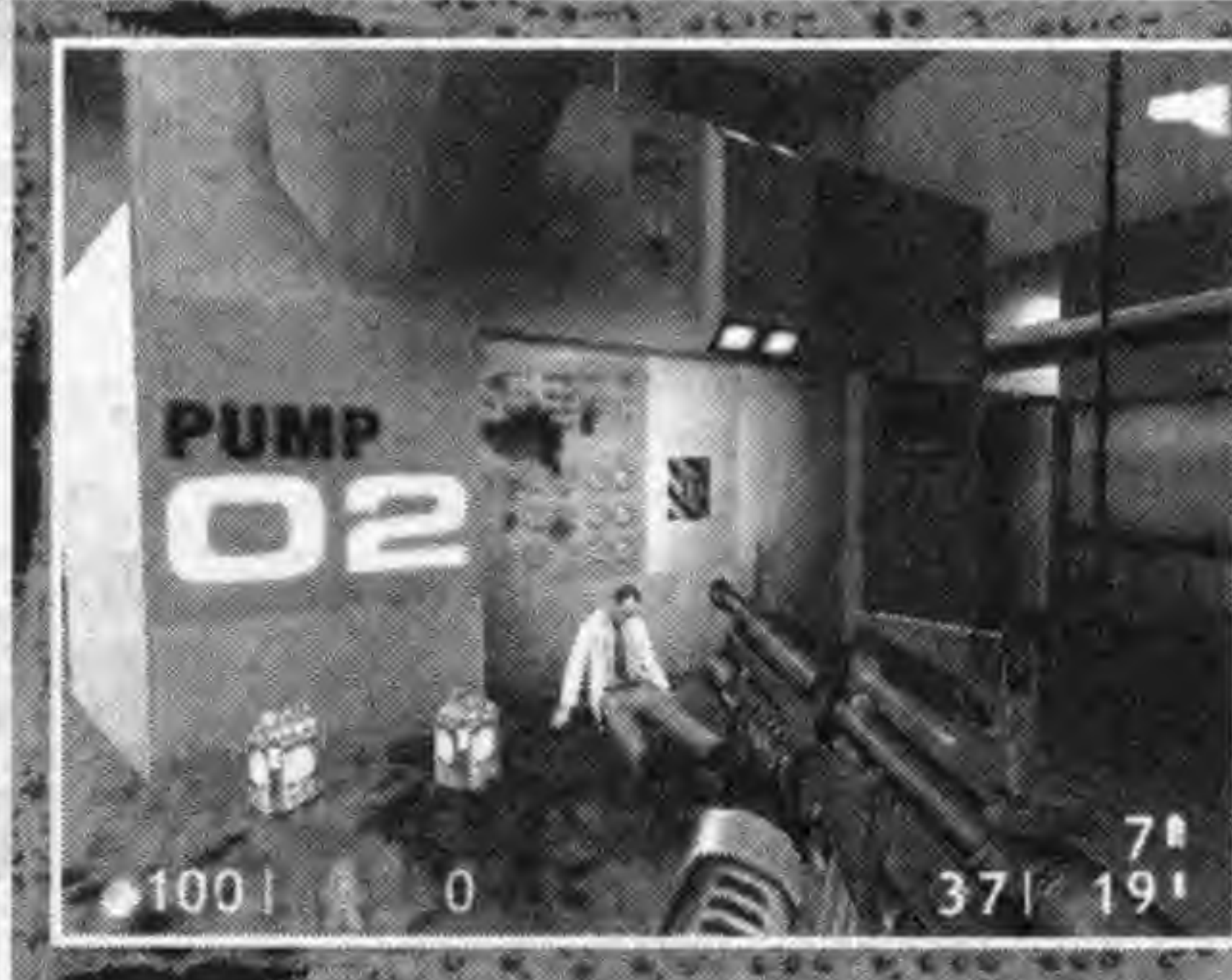
Map 9-10. Coolant Station 02, left—Pump Station 02, right.



An Alien Grunt materializes on the catwalk and breaks it as you try to cross. After killing it, you must climb back up and jump across the gap.



7. Follow the catwalk to a hallway to Pump Station 02. There's a dangerous steam leak in this hallway; turn a valve wheel to stop the steam.



8. Kill the Barnacles and assorted aliens in Pump Station 02, and press a lever to fill a reservoir below you with water.



9. Again, return to the main balcony. A sign on the wall now shows, with lights, that Pump Stations 1 and 2 are operational.

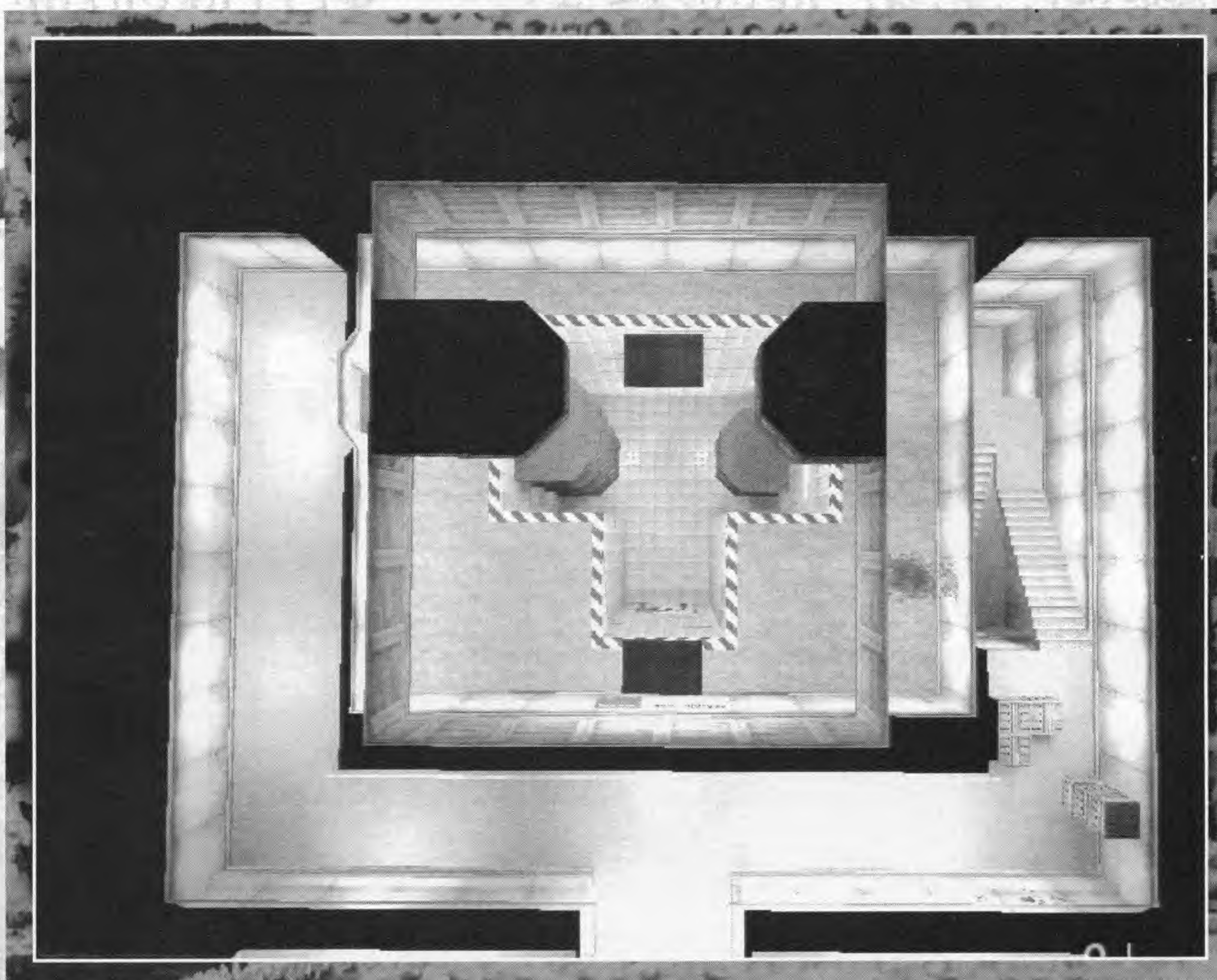
Flooding the Reactor

The next stage of your journey involves flooding the reactor core with coolant.



1. Locate a hallway leading to a T-junction where signs read "Maintenance Area" and "Aux. Tank Reactor Access." Take a right, into the Maintenance Area.





Map 9-11. Storage area, right—auxiliary power access, left.



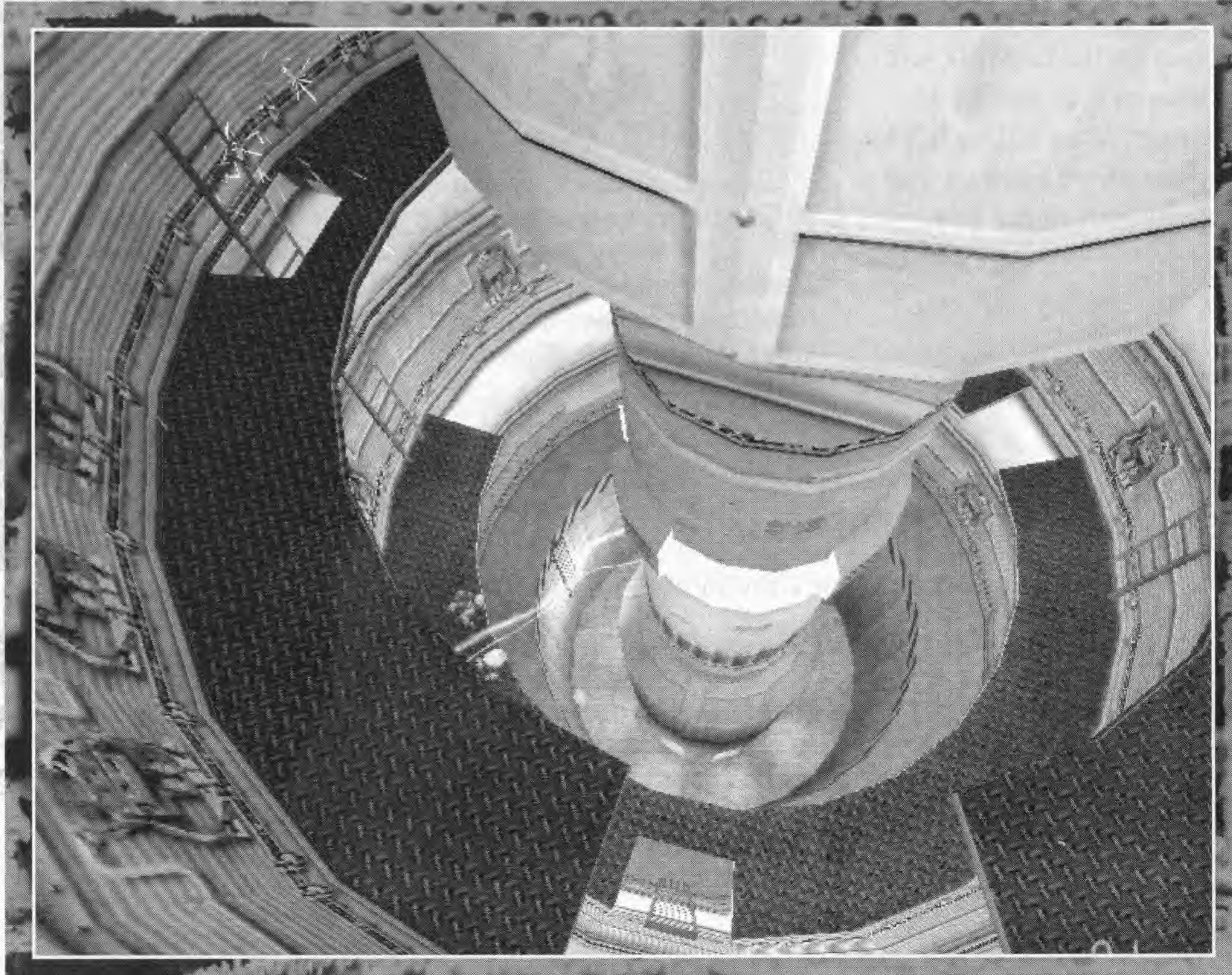
2. Descend a flight of stairs to a small room with lots of ammunition and a Scientist. Collect ammo, return to the T-junction, and this time take the hall labeled "Aux. Tank Reactor Access."



3. This hall leads to a room with Alien Grunts and a deep pool partially filled with coolant. Kill the Alien Grunts, and then descend a ladder into the water. Swim through a tunnel labeled "Maintenance Access to Main Reactor."



4. Halfway through the tunnel, you come to a small chamber where you can stop for air. Surface, and then proceed through this chamber to the main reactor core.



Map 9-12. Main reactor.



5. There are two valve wheels underwater near the main reactor core. Turn one, and the water level rises. Swim to the surface and shoot a Vortigaunt prowling the upper levels of the reactor.



6. Turn the second valve wheel. This sends the water high enough that you can swim to a ladder. Ascend a series of platforms connected by ladders. Your goal is to reach the door at the top of the reactor.



Electricity shooting from the reactor makes it difficult to reach the top. Instead of rushing, halt halfway up each ladder and watch the electricity move around. Climb the rest of the way up the ladder when the coast is clear.

After ascending a ladder, always take a right. This leads you around the platform to the next ladder. There's a particularly nasty bolt of electricity near the door at the top. Wait for it to subside before running through.



7. Follow the corridor to a door labeled "Supply D-301." Get supplies from this room, and then climb a ladder in a nearby elevator shaft.

Teleportation

You're about to stumble into a lab filled with teleporters. You must learn to use them if you want to make it to the next level.



1. Upstairs, take a right at the sign that says "Lambda Reactor Core Level B." Get supplies from another supply room, and then return to the sign and take a left.



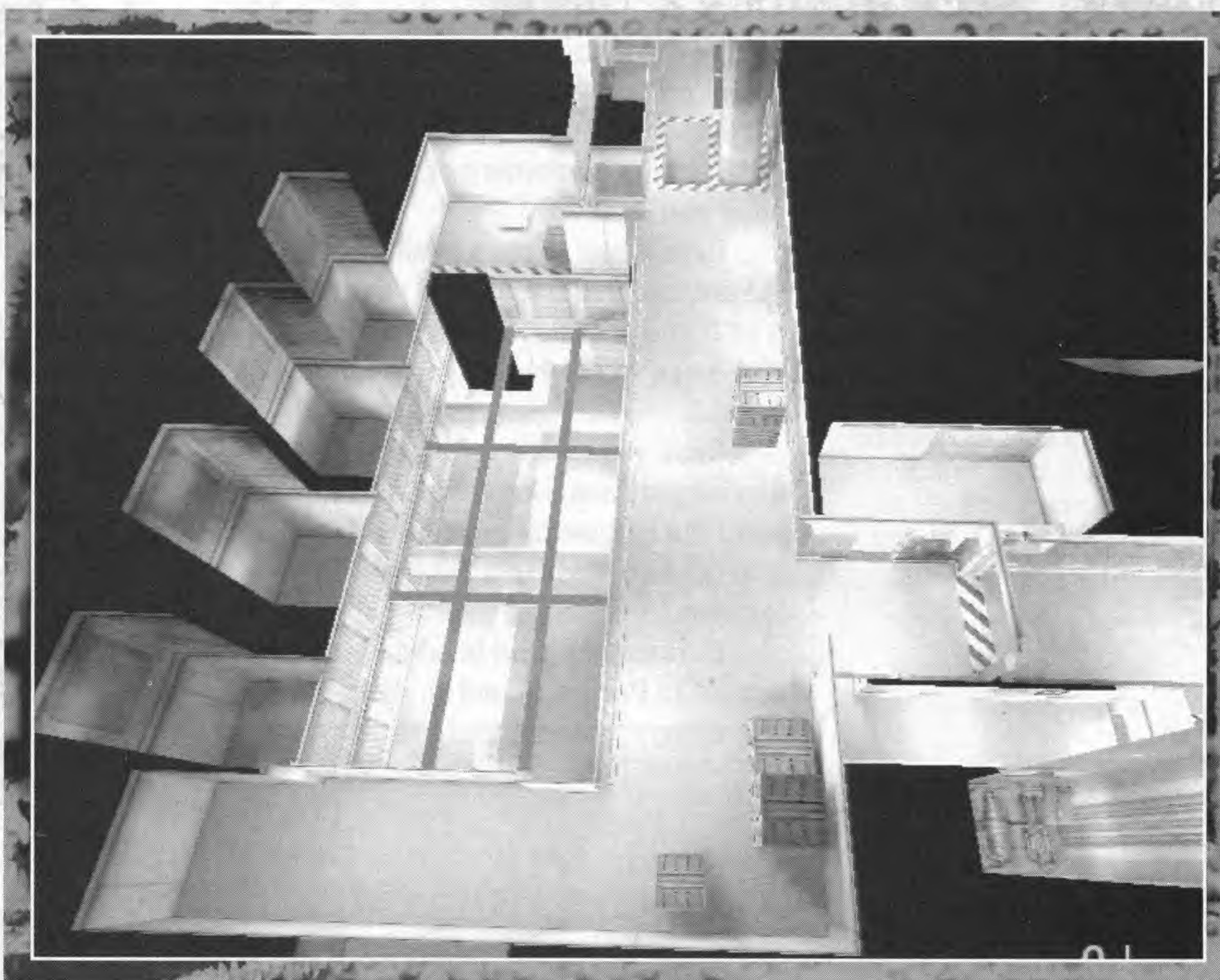
2. Walk past a room with a Security Guard. (You can use a First Aid Station in there.) Take a left at a T-junction to catch another brief glimpse of the dark-suited man.



3. Return to the T-junction and take a right. Alien Grunts teleport in ahead, and a Vortigaunt appears behind you. Retreat to familiar territory and kill them all as they give chase.



4. A valve wheel in this hallway controls a steam leak farther down the hall. Turn the valve. The steam will damage any Alien Grunts that try to get through it.



Map 9-13. Hallway to experimental teleporters.



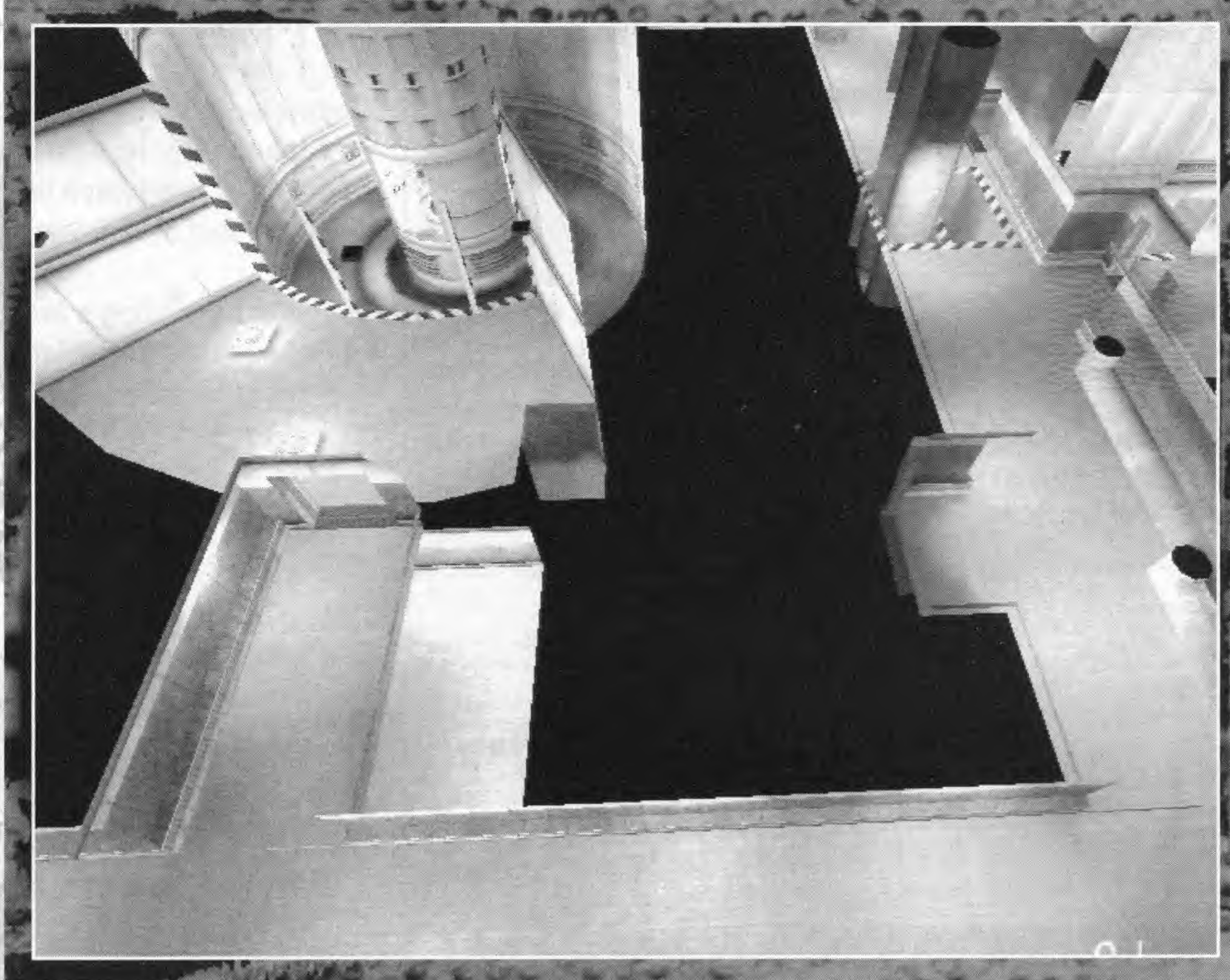
5. Before you reach the steam leak, there's a room on the left with two teleporters in it. Walk into the yellow teleporter sphere and you'll reappear in the green one.



6. When you're done experimenting, go past the steam leak (turn it off first), almost to the end of the corridor. If you see Alien Grunts, back-track and turn the steam back on to kill them. Proceed when the coast is clear.



7. Down the corridor and to the right is a door that leads to a teleporter room. Read the following tips to understand what you must do.



Map 9-14. Hallway and teleportation column, left.

TIP

Behind the fence is a column with nine numbered doorways (called "Ports") in it. Each Port teleports you to a different location. Ports 1 through 3 are on the bottom of the column, 4 through 6 are in the middle, and ports 7 through 9 are at the top.

Floating platforms circle the column. You stand on them to jump into the Ports.

Here's how to start: Walk onto the yellow teleporter sphere, and you'll reappear near the green sphere. Time it so that one of the floating platforms is under your feet when you arrive, or you'll fall and have to start over.

Once you've teleported onto the moving platform, ride it around and enter the column through Ports 1, 2, or 3. Each leads to a different location.

To reach the next level up (and gain access to Ports 4, 5, and 6), enter Port 2.



TIP

Here's a list of the Ports on the teleporter column, and where they take you. Note that all these destinations contain a yellow teleporter, so you can always get back to the teleportation column.

Save often.



- ❖ Port 1 leads to a small area with Headcrabs and radioactive waste. You can collect Grenades here, but unless you're especially keen on Grenades, avoid it.



- ❖ Port 2 teleports you up the next set of moving platforms, so you can enter Ports 4 through 6.



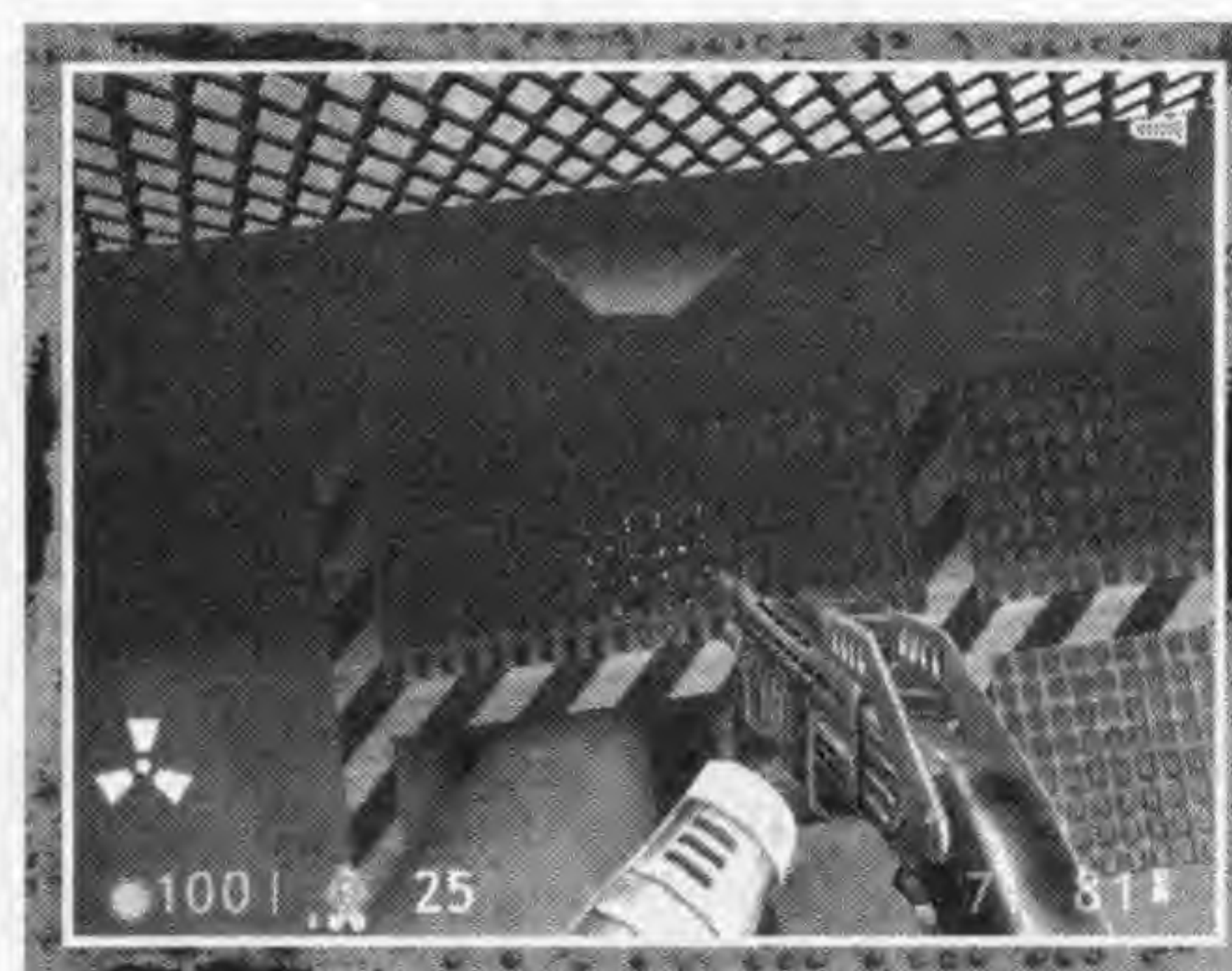
- ❖ Port 3 leads to a small room stocked with Batteries, Satchel Charges, and other great stuff. Highly recommended!



- ❖ Port 4 teleports you to the top set of moving platforms, so you can access Ports 7 through 9.



- ❖ Port 5 sends you to a room with three Scientists. You can collect lots of gear if you do a little exploration; this is recommended.



- ❖ Port 6 leads to a damaging fall. Avoid it.



- ❖ Port 7 sends you to the next phase of this level, so take this Port only when you're ready to move along.



- ❖ Port 8 takes you to a small room overlooking the reactor you recently flooded. It contains Vortigaunts, but an HEV Station and some ammo might make this worth the trip.



- ❖ Port 9 kills you! Avoid it like the plague.



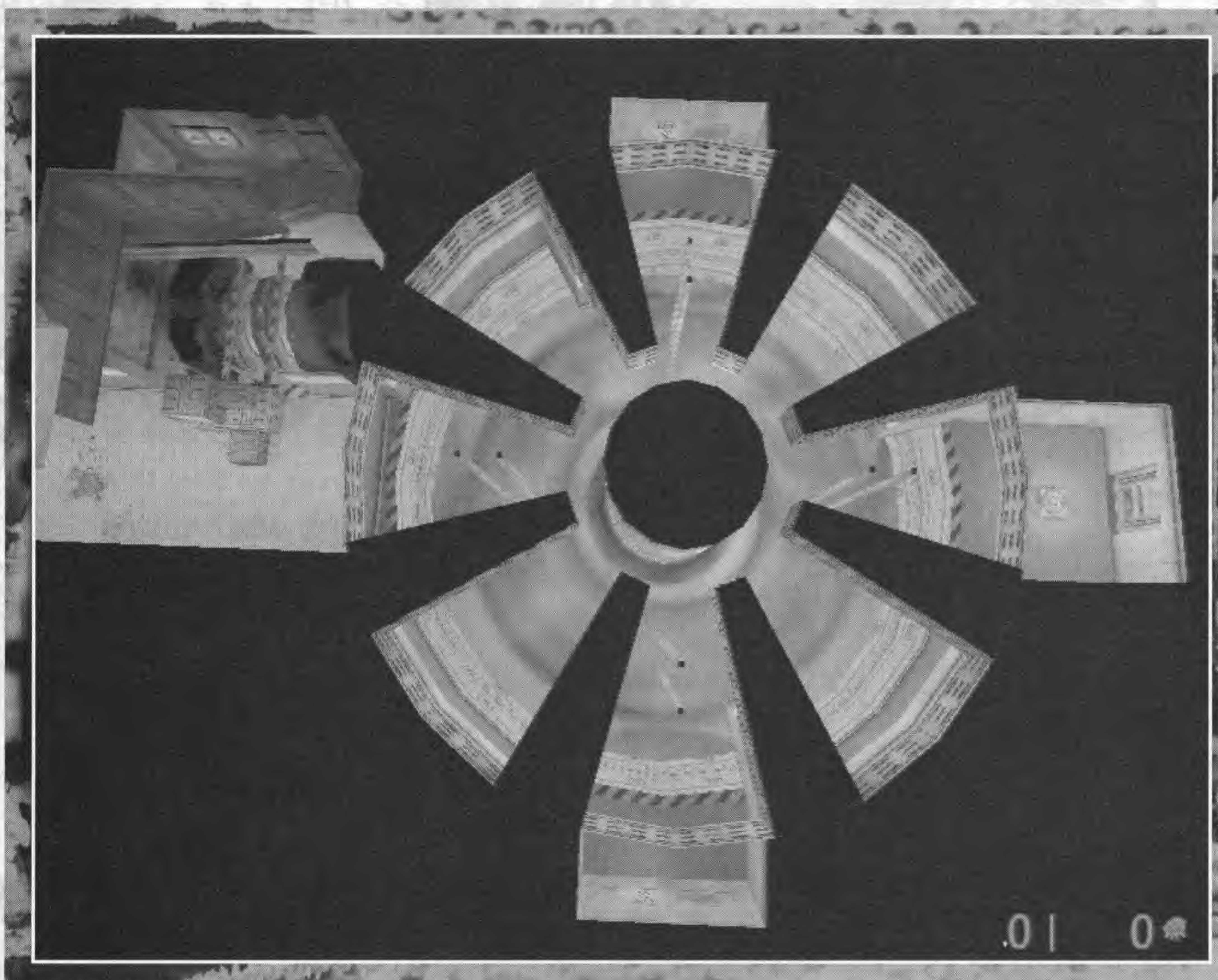
8. Visit any of the nine Ports. Note that whenever you use Port 2 or 4 (which send you up to the next level), you should leap in from near the *front* of your moving platform. If you jump from near the back, you'll miss the higher platform when you teleport, and take a nasty fall.



9. When you're through experimenting and collecting gear, go through Port 7. (Do this by taking Port 2 to the middle level, taking Port 4 to the highest level, and then entering Port 7.)



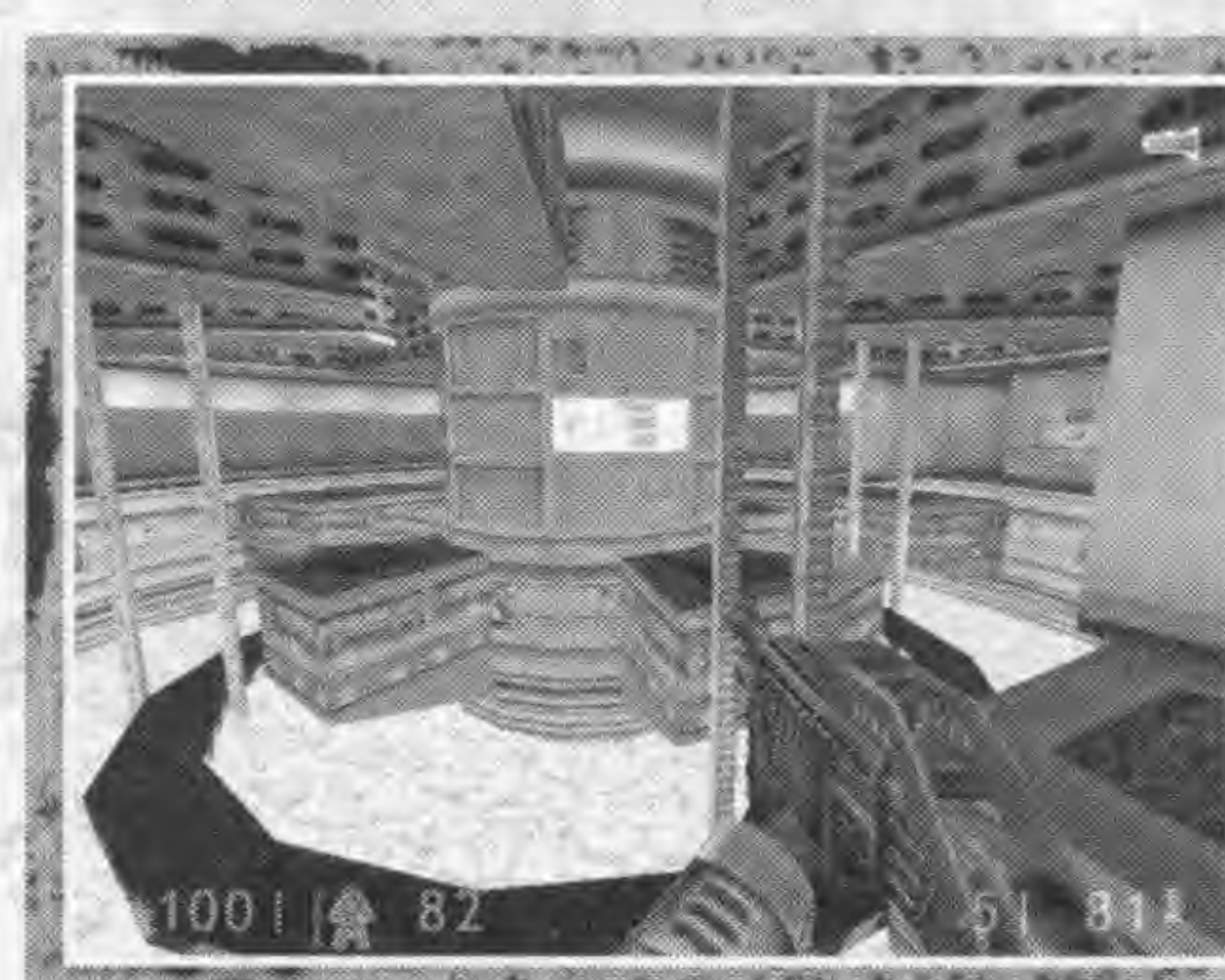
10. You'll see a bizarre teleportation core.



Map 9-15. Teleportation core, overhead view.

Beyond!

After unlocking the teleportation core and moving to the final part of this level, you'll find a giant teleporter that sends you to the alien home-world, Xen.



1. The teleportation core consists of a central core; two sets of small, fast-moving platforms; and a ring-shaped platform that constantly moves up and down.



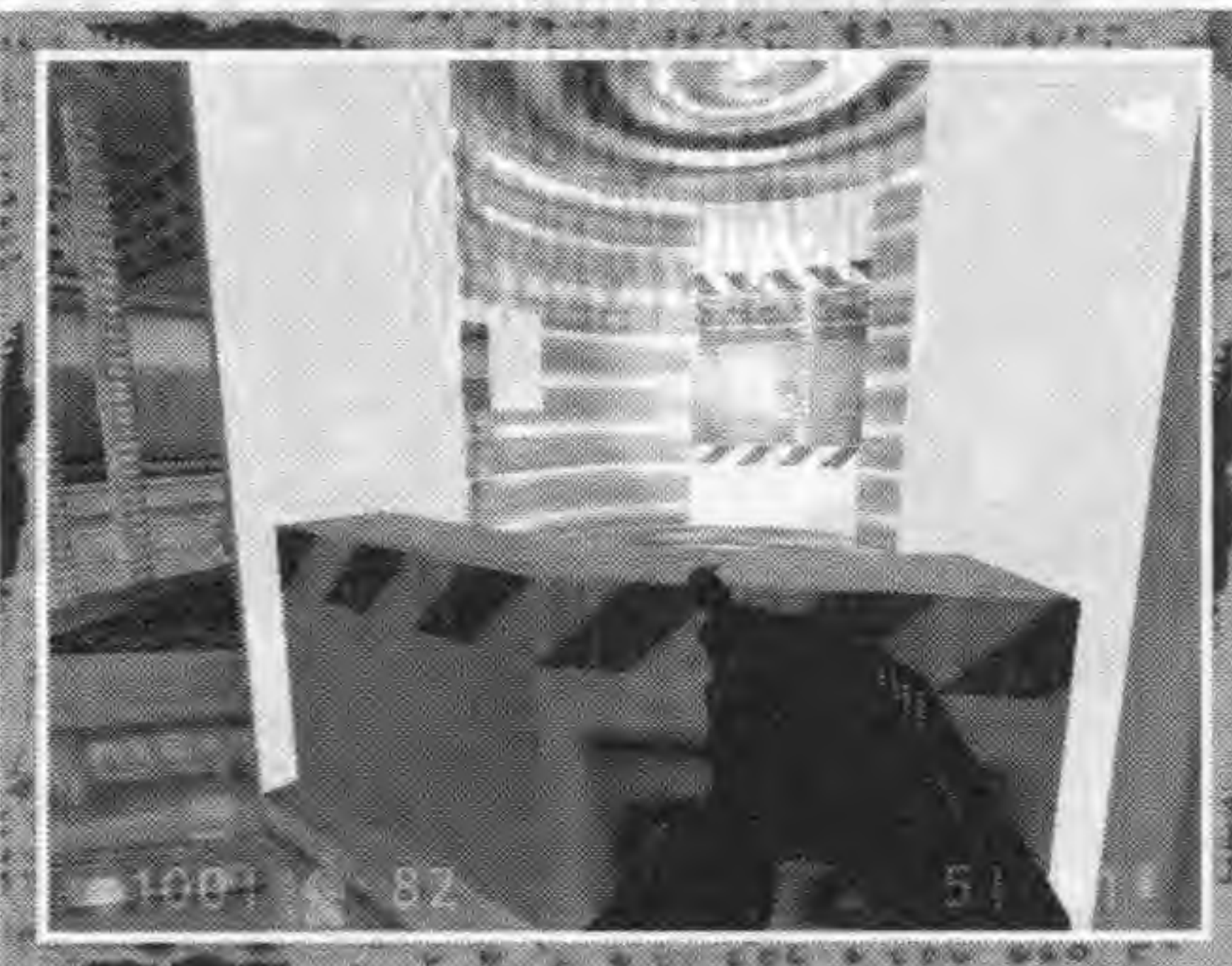
2. Get onto the ring-shaped platform, using the outer set of platforms to get there. Walk along the ring until you see an alcove with a button labeled "1." When the platform is high enough, jump there, using the small outer platforms to assist you.



It's tricky to navigate in this room. Be patient, and wait for the ring-shaped platform to descend to a level where it's easy to jump to.



3. Return to the ring-shaped platform and walk until you see another alcove, with a button labeled "2." Cross into the alcove and press the button. Return again to the ring-shaped platform.



4. The blast shields guarding the central core have slid back far enough that you can crouch-jump inside. Jump over to the central core and hop inside.



5. You materialize in a small room. Go out through a doorway. (Ignore the yellow sphere.)



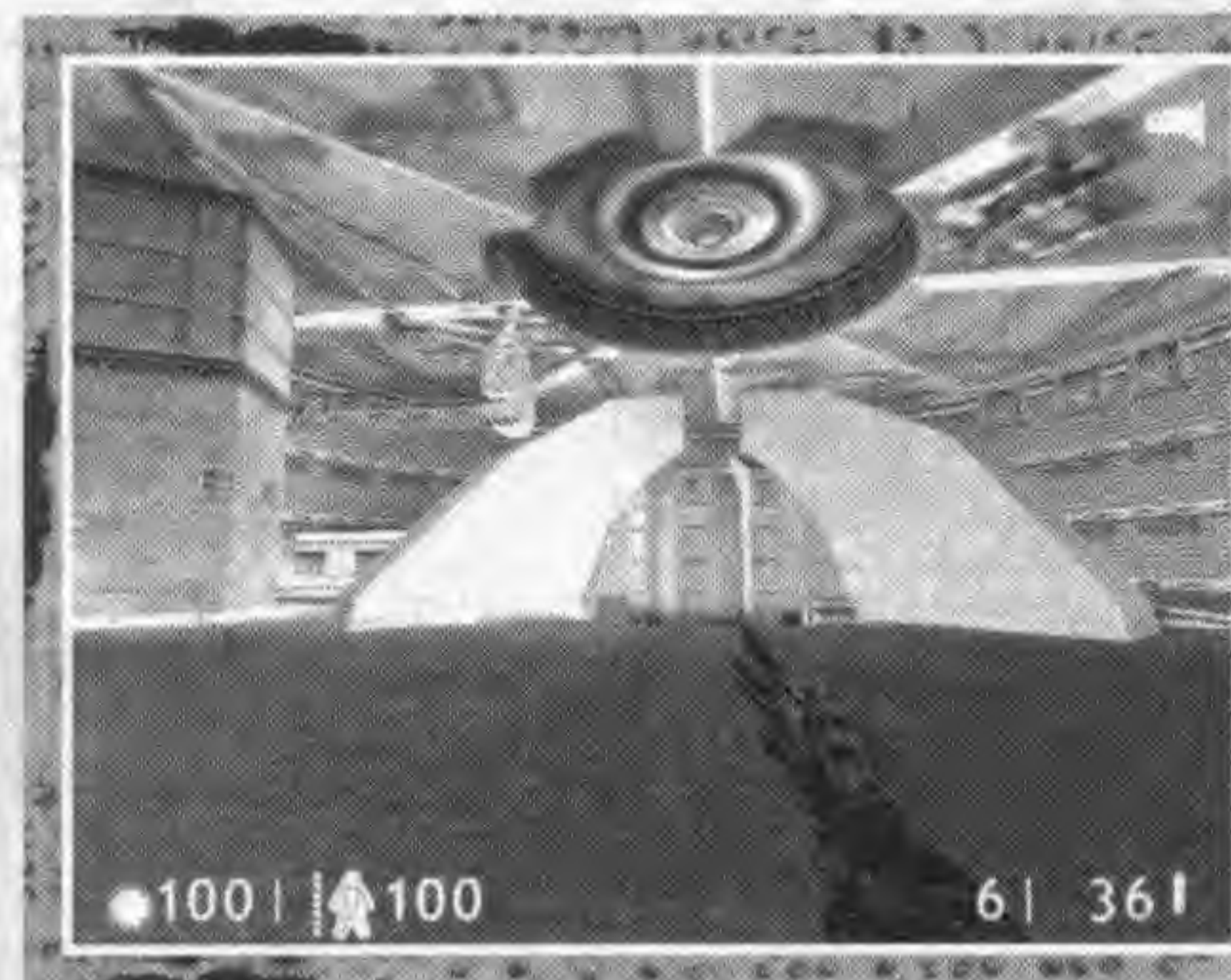
6. Enter a corridor blocked on both sides by rubble. Climb the ladder in an alcove.



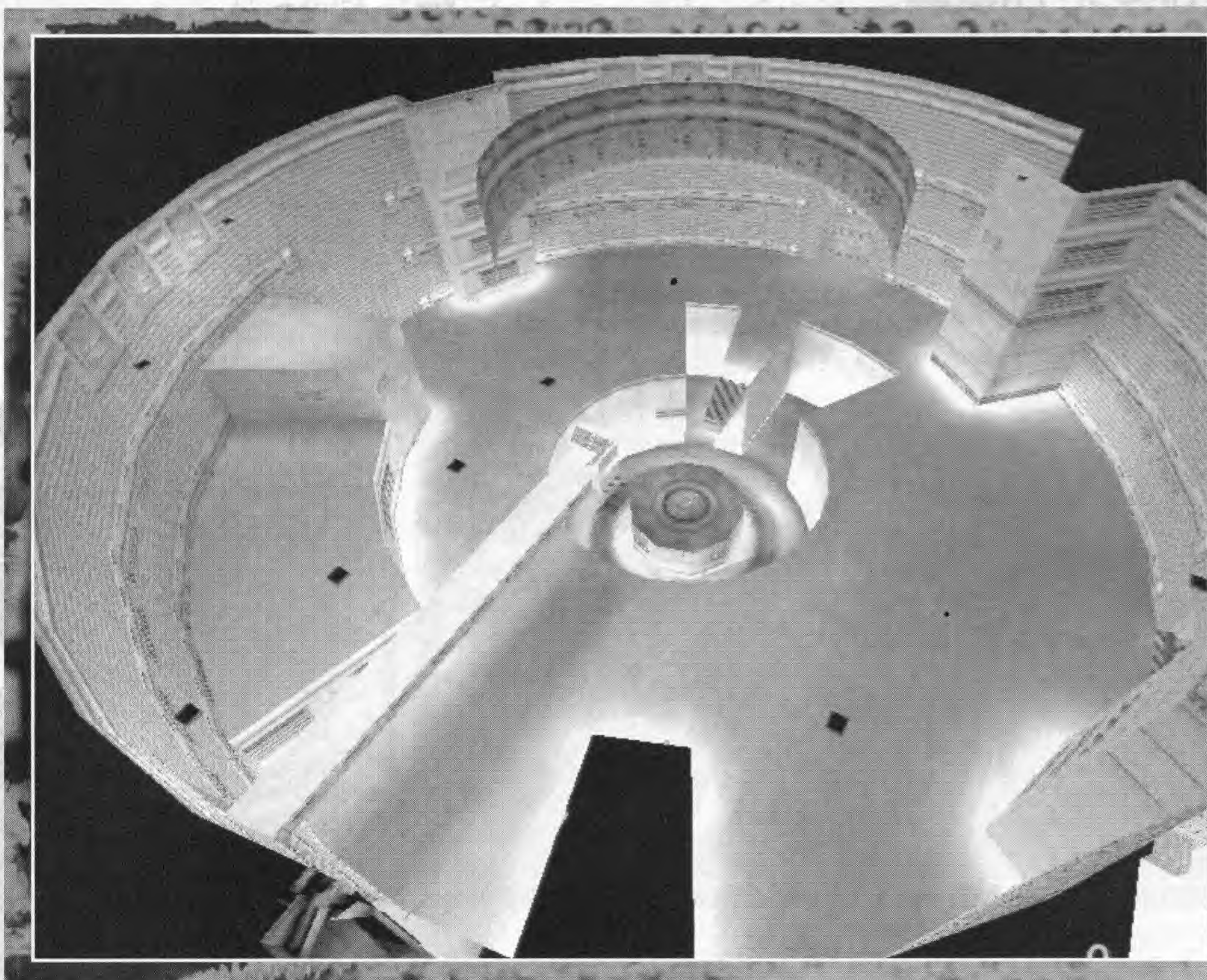
7. Upstairs, you find a set of glass doors. A Scientist admits you. Listen to the Scientist and Security Guard on the other side of the doors.



8. Collect lots of gear from these rooms. Be sure to collect the Long Jump Module.



9. When you've got all the gear you can carry, go through the door into the amphitheater-like main teleportation chamber.



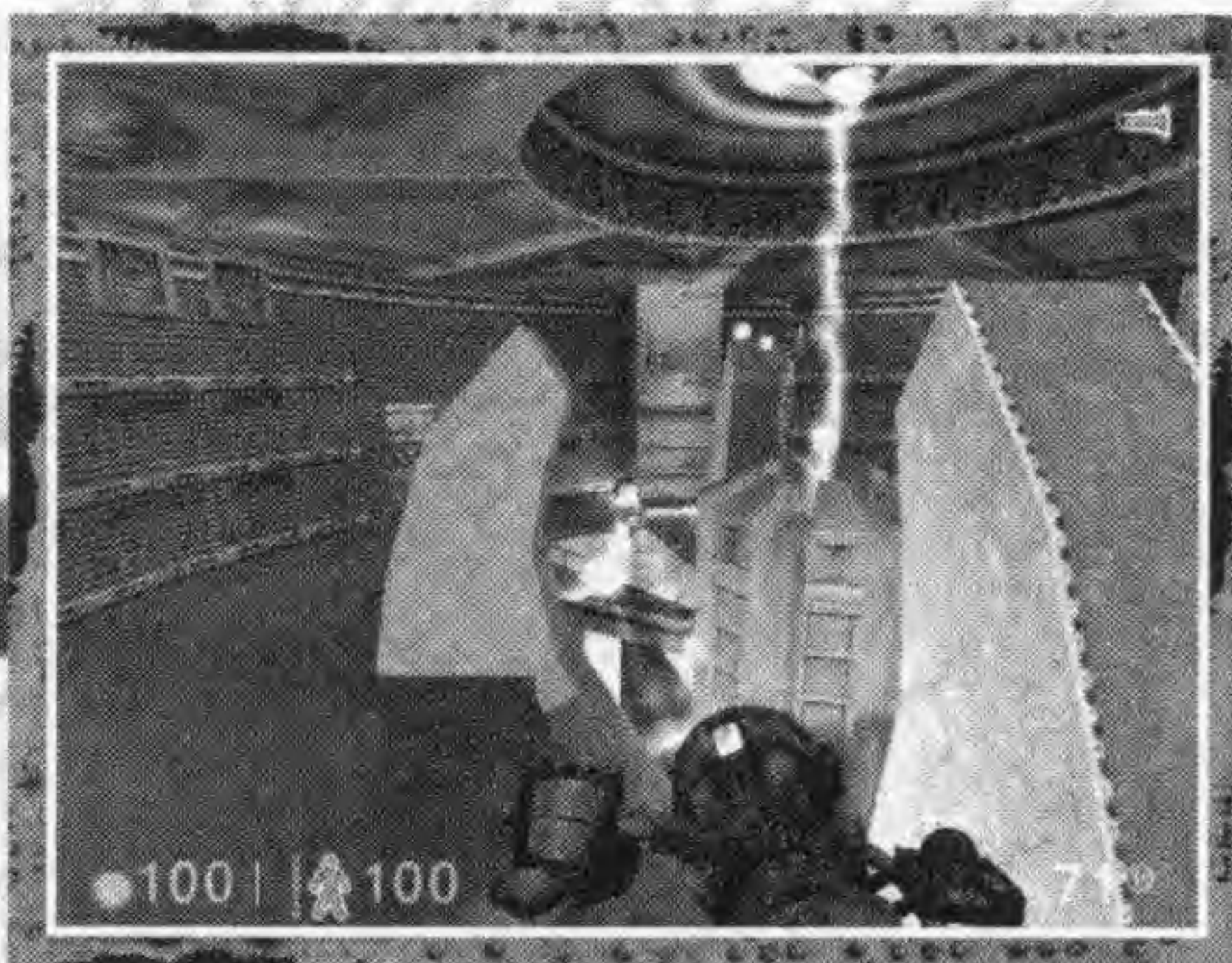
Map 9-16. Teleportation chamber (gateway to Xen).



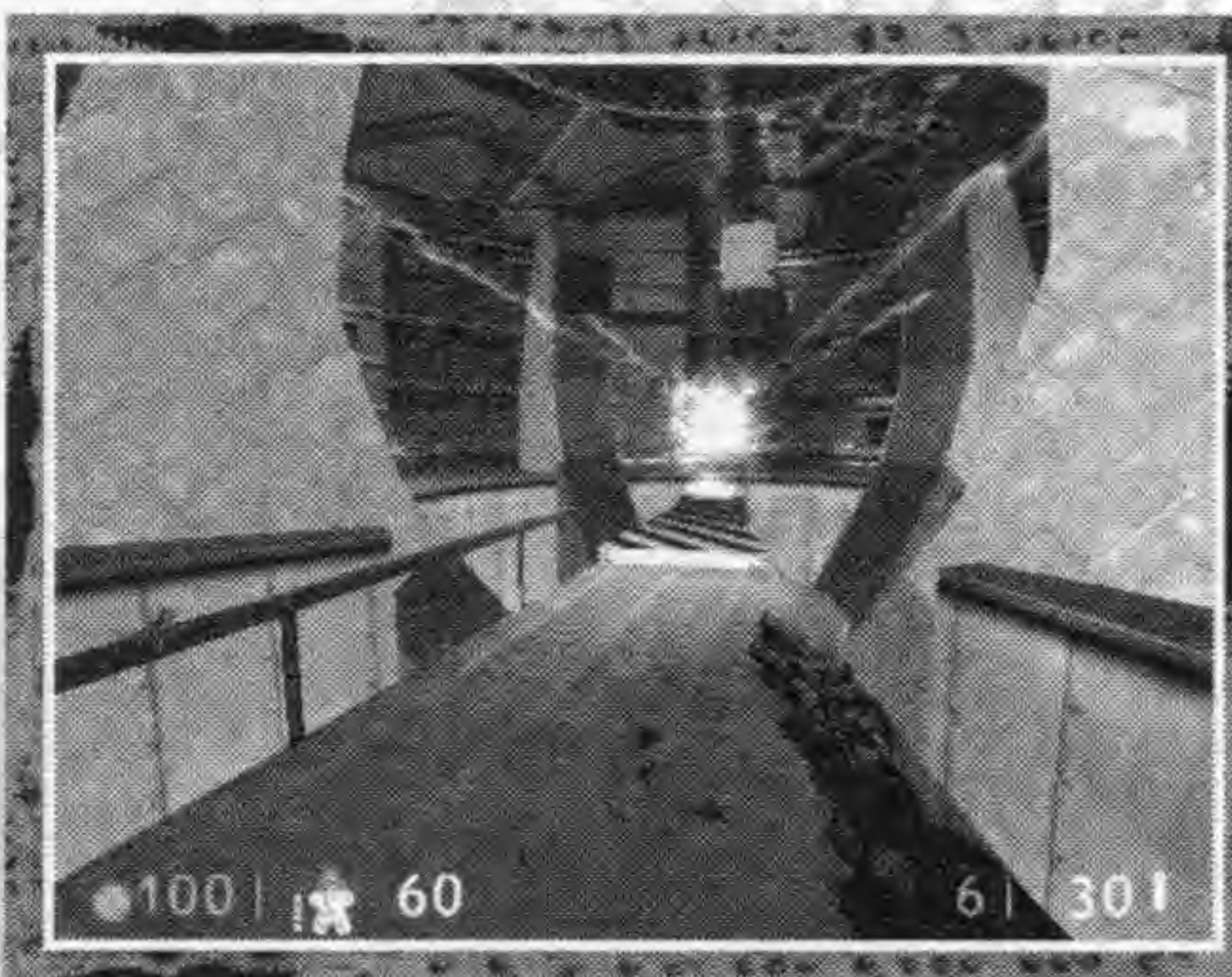
10. Inside, locate a ledge with a guardrail that extends almost to the middle of the teleportation device. You need to take it later.



11. The Scientist explains that he mustn't be distracted, or the teleportation will fail. As he speaks, look for a ladder to a tall ledge. Climb it and get out your Gluon Gun.



12. As the Scientist starts to work, several Xen Masters teleport in. Methodically kill them with the Gluon Gun, staying up on the platform and dodging slightly to avoid Xen Master shots.



13. If you aren't fast enough, the Xen Masters will kill either you or the Scientist. If you're fast, eventually the Scientist tells you it's time for you to go. When he does, quickly descend the ladder and run to the ledge with the guardrail.



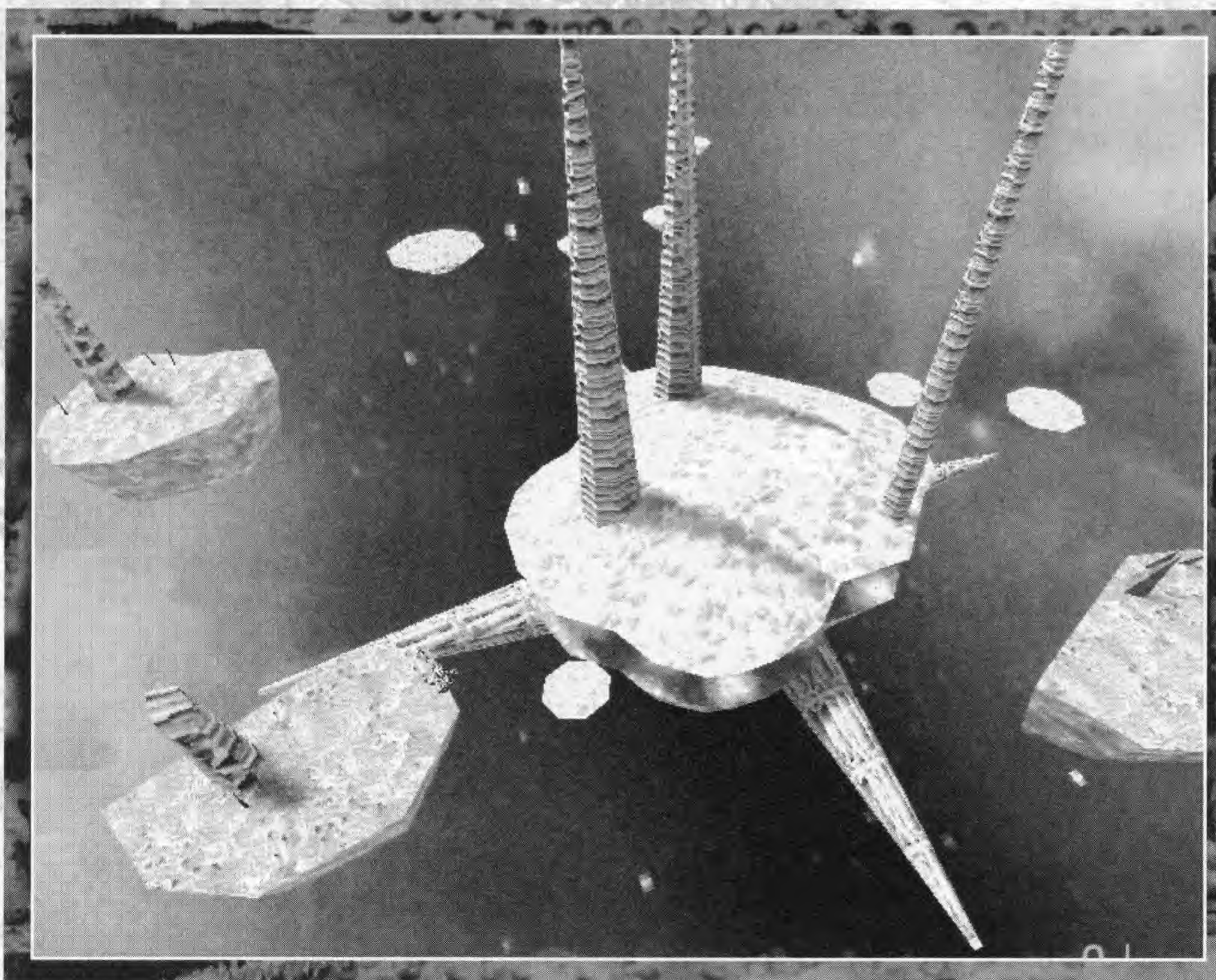
14. Leap into the yellow sphere in the center of the room, and teleport to Xen.

XEN

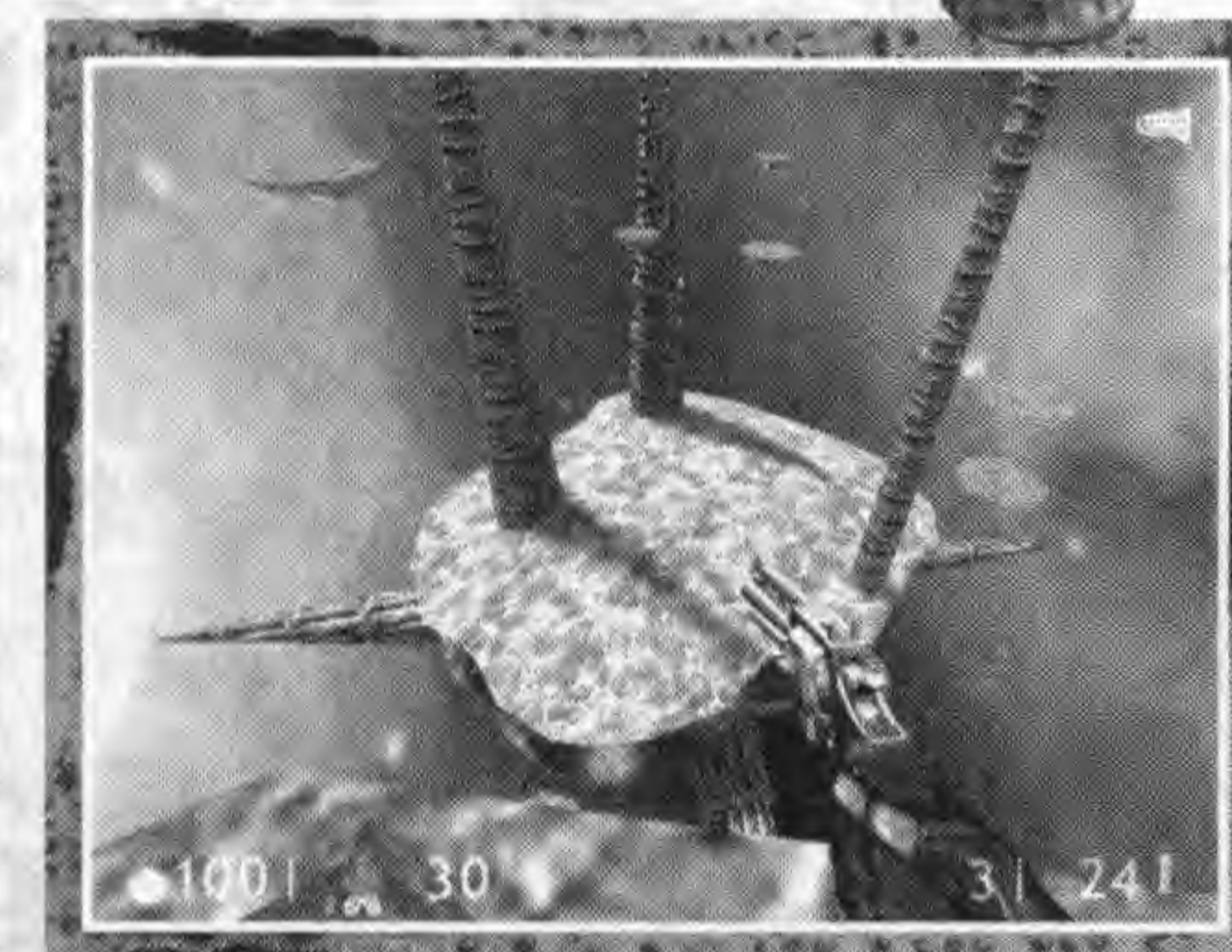
Xen is a strange, disorienting world. It has less gravity than Earth, and its flora and fauna can be intimidating. Take things slowly, and be sure to explore.

Culture Shock

Your first task on Xen is to get off the tiny chunk of rock you appeared on. At first, this may seem impossible, but it's not: You have the Long Jump Module.



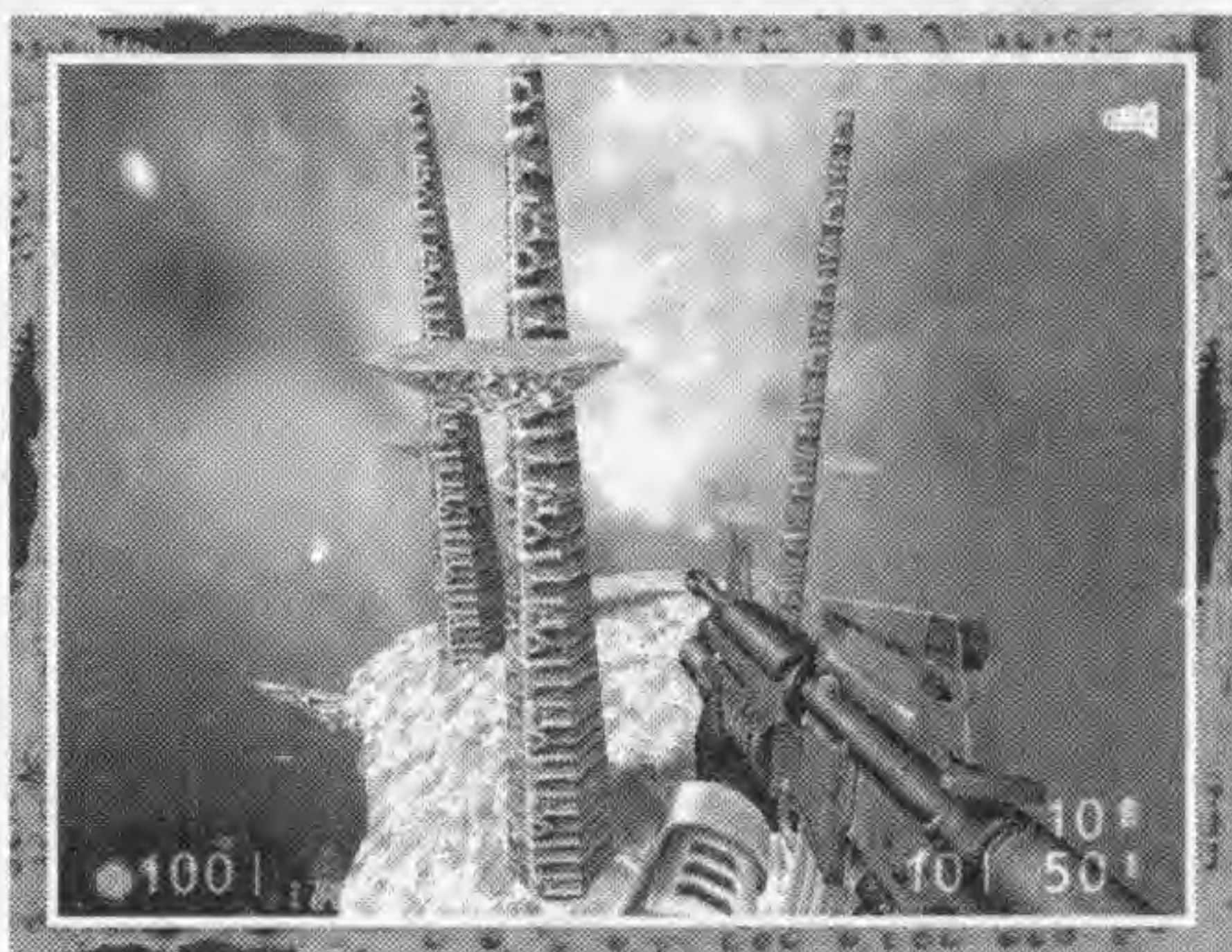
Map 9-17. Xen from above.



1. You appear on a small chunk of rock floating in the sky. Far below is a huge floating rock you'll want to visit eventually.



2. There are two other chunks of stationary rock floating nearby. Use your Long Jump to leap to the first rock; then shoot a Vortigaunt on the second rock and jump there.



3. Another Vortigaunt and a Houndeye materialize on the second rock. Kill both, and then study the moving platforms floating above the massive central rock.



4. From the third rock, leap to the closest moving platform, and then from platform to platform until you can safely land on the giant rock below. Remember, you can jump extraordinary distances with your Long Jump Module.



It's tempting to jump right for your target, but just because this is an alien world doesn't mean gravity doesn't apply! Never jump too far below your current position.

Because the platforms sometimes orbit at almost the same speed, occasionally you must wait until the platform you want gets close. Be patient!

Finally, be aware that moving backwards during a long jump immediately stalls your forward progress. Therefore, you can long jump toward something that's actually quite close, and back up when you're over your target to halt in midair and drop down to it.



5. When you reach the top of the giant rock, you notice there isn't much to do there. That's because all the action is inside the rock! Look for a moving platform hovering slightly *below* the top of the giant rock, and jump down onto it.



6. From the platform you just jumped to, you can see the interior of the rock. Jump to it and start exploring.



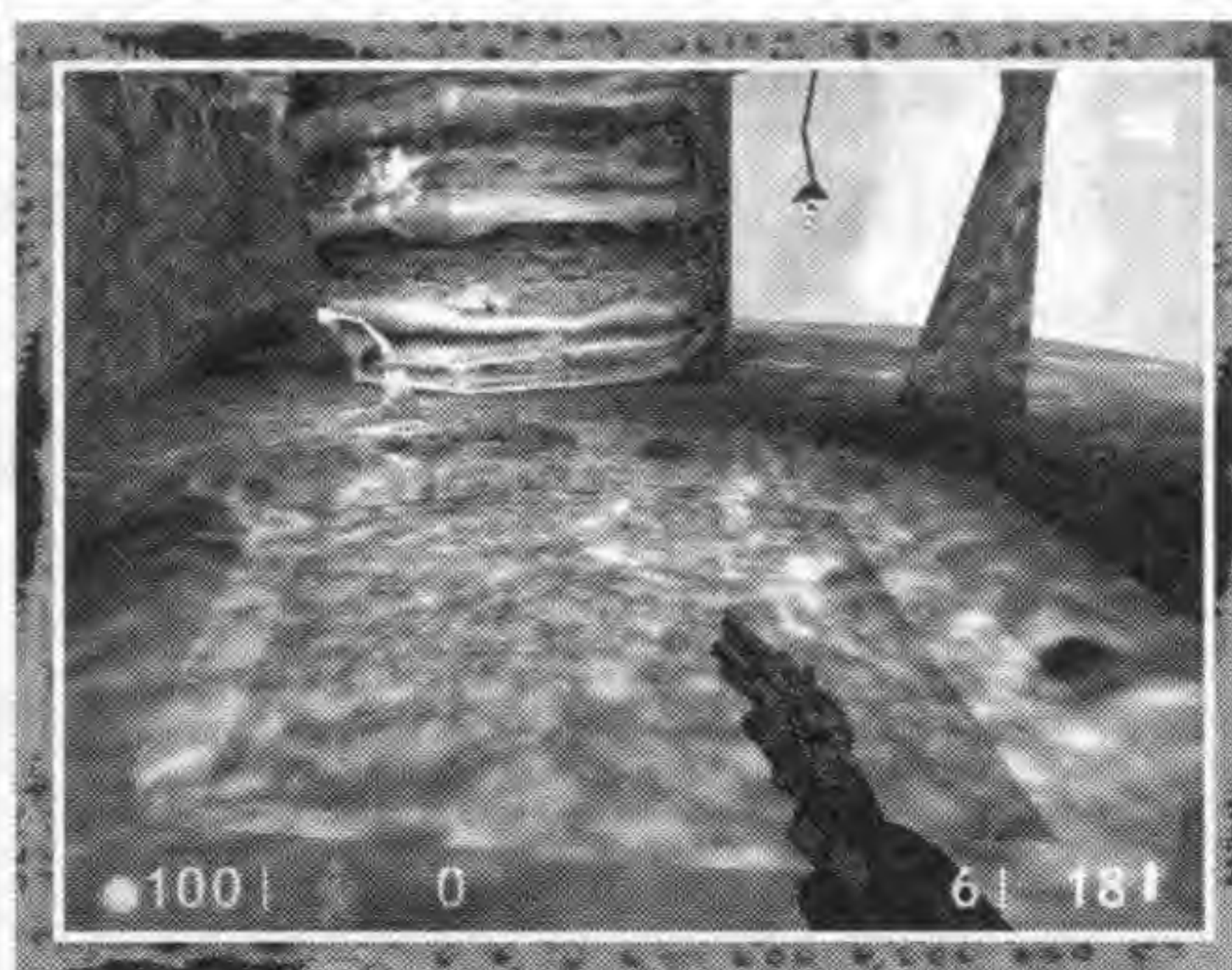
In addition to the Houndeyes roving the outer ring of the floating rock, you'll find some new, unique things:



❖ Small plants on the ground generate light. When you approach them, they retract and the light goes out. They pose no threat.



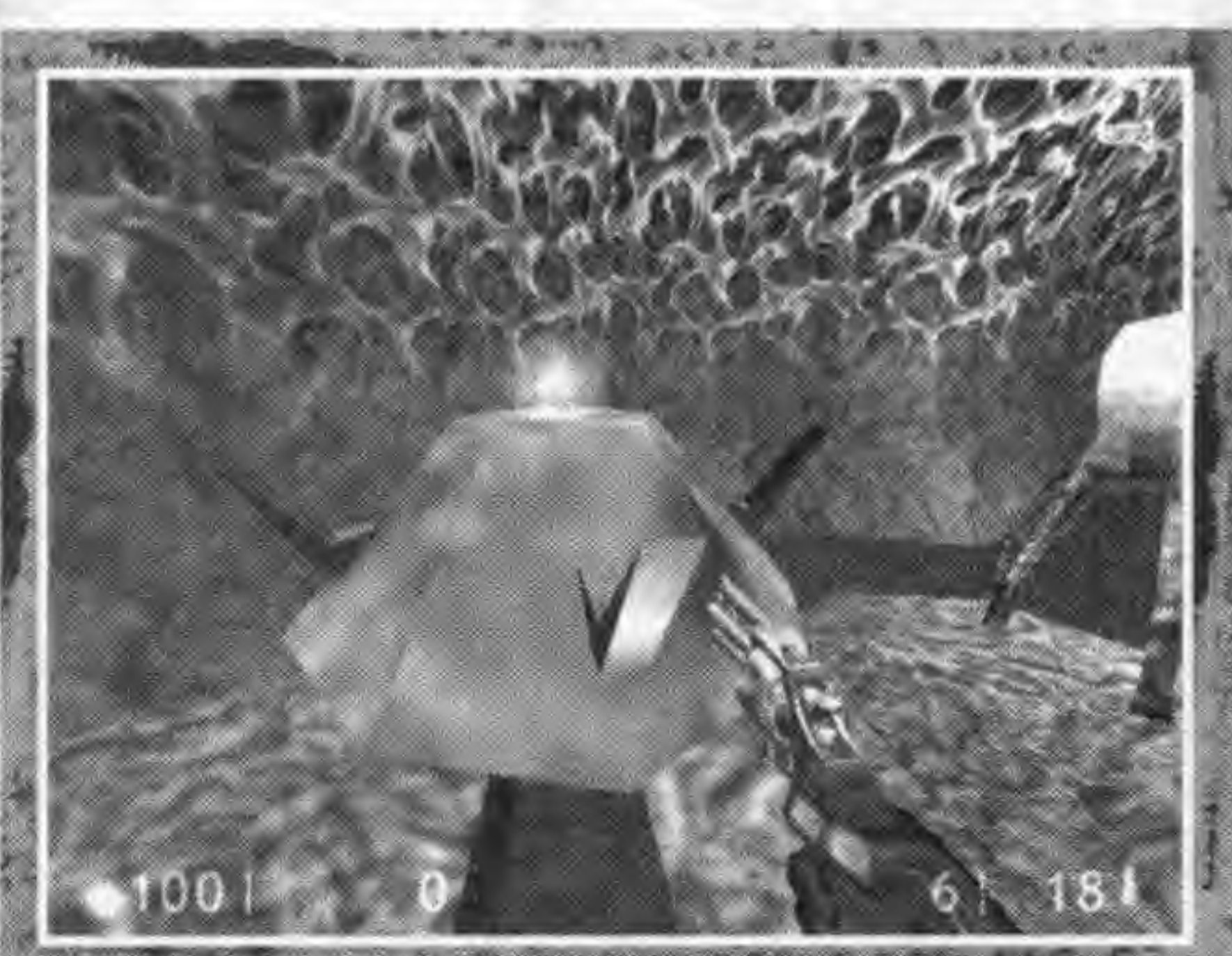
❖ Violet crystals hanging from the ceiling. If you stand too close to them they act like a gun turret, and start zapping you. You can destroy them, or simply avoid them.



❖ A shallow, lighted pool restores your health when you stand in it. Look for other such pools as you travel through Xen.



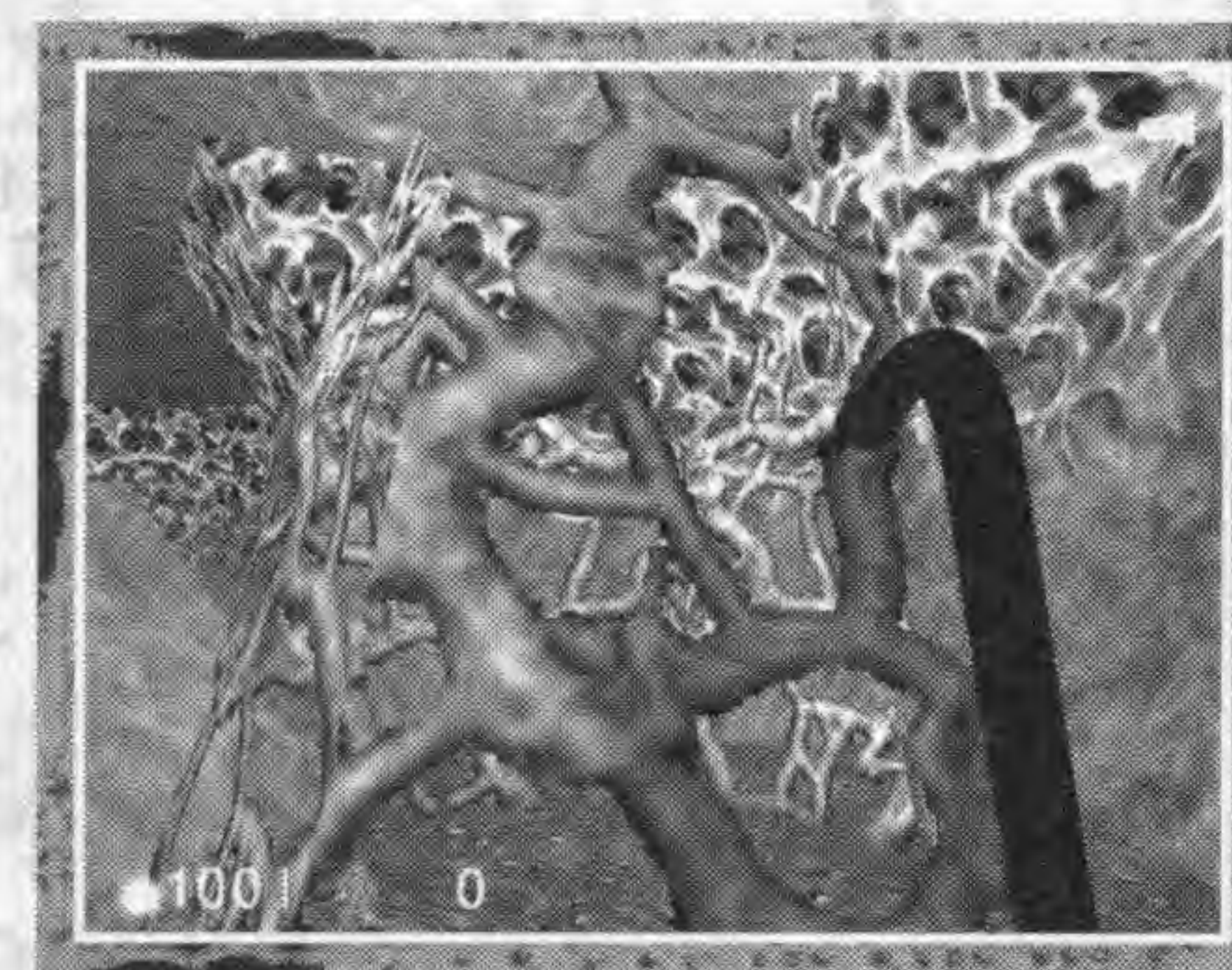
7. Eventually you come to a healing pool. Nearby is a hole in the wall. Crawl in, stand up, and break a wall of moss over a larger hole. Jump into an inner chamber.



8. Inside, three small columns or pedestals stick out of the ground. Approach each and Use it. A diamond-shaped object atop each pedestal opens.



Map 9-18. Interior of huge rock.



9. Look for something resembling a cage of moss, with three flickering sparks flying around in it. Smash the moss cage with a Crowbar to release the sparks.



10. The three specks settle eventually on the three pillars. A fourth pillar in the center of the room energizes, becoming a teleporter. Walk into the newly created teleporter.

GONARCH'S LAIR

That first level wasn't so bad, but if you think Xen is hospitable, think again. The next area features an epic battle with a horrific alien—the Gonarch.

Early Fight

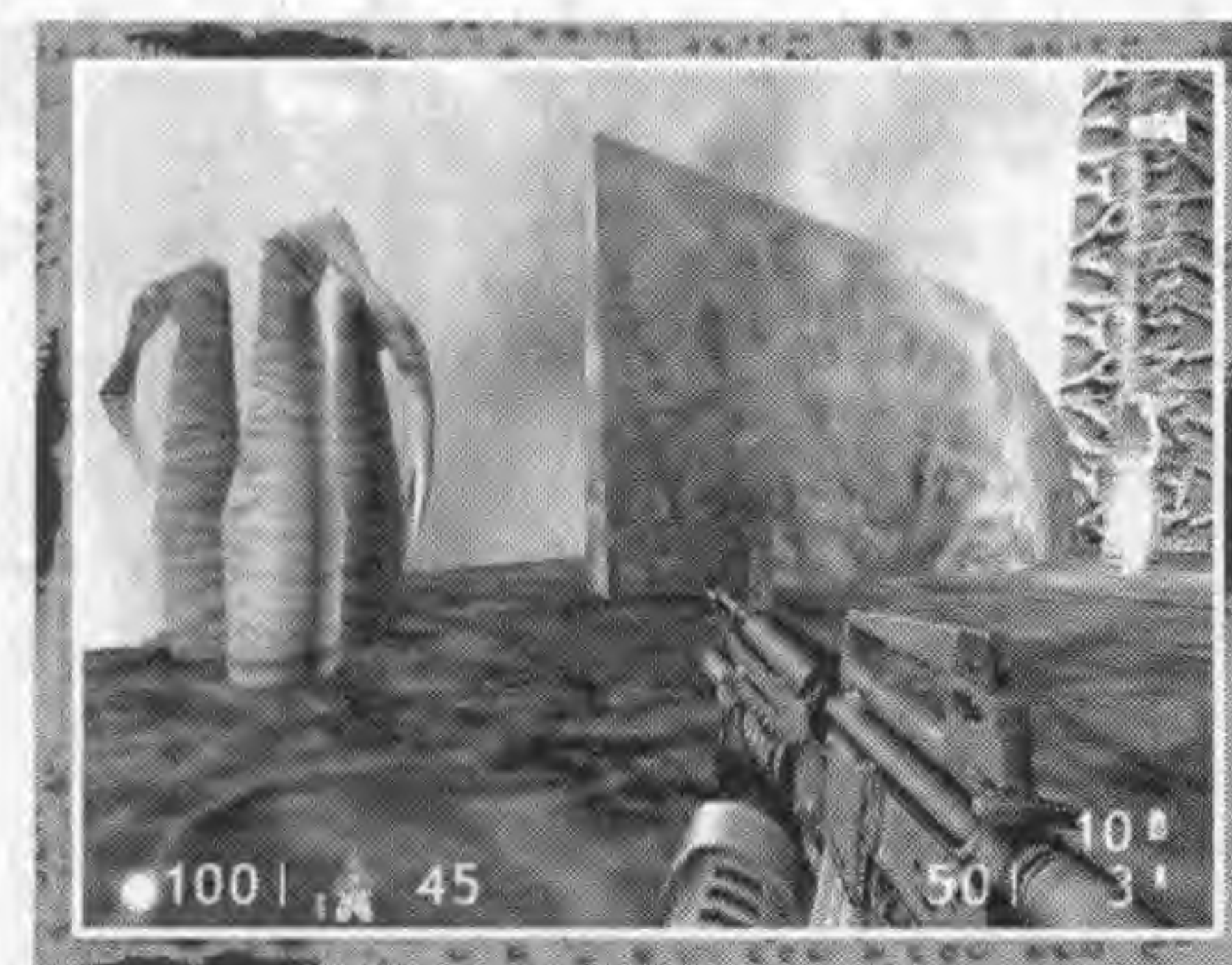
Soon after you teleport in, the Gonarch attacks. You must find cover quickly.



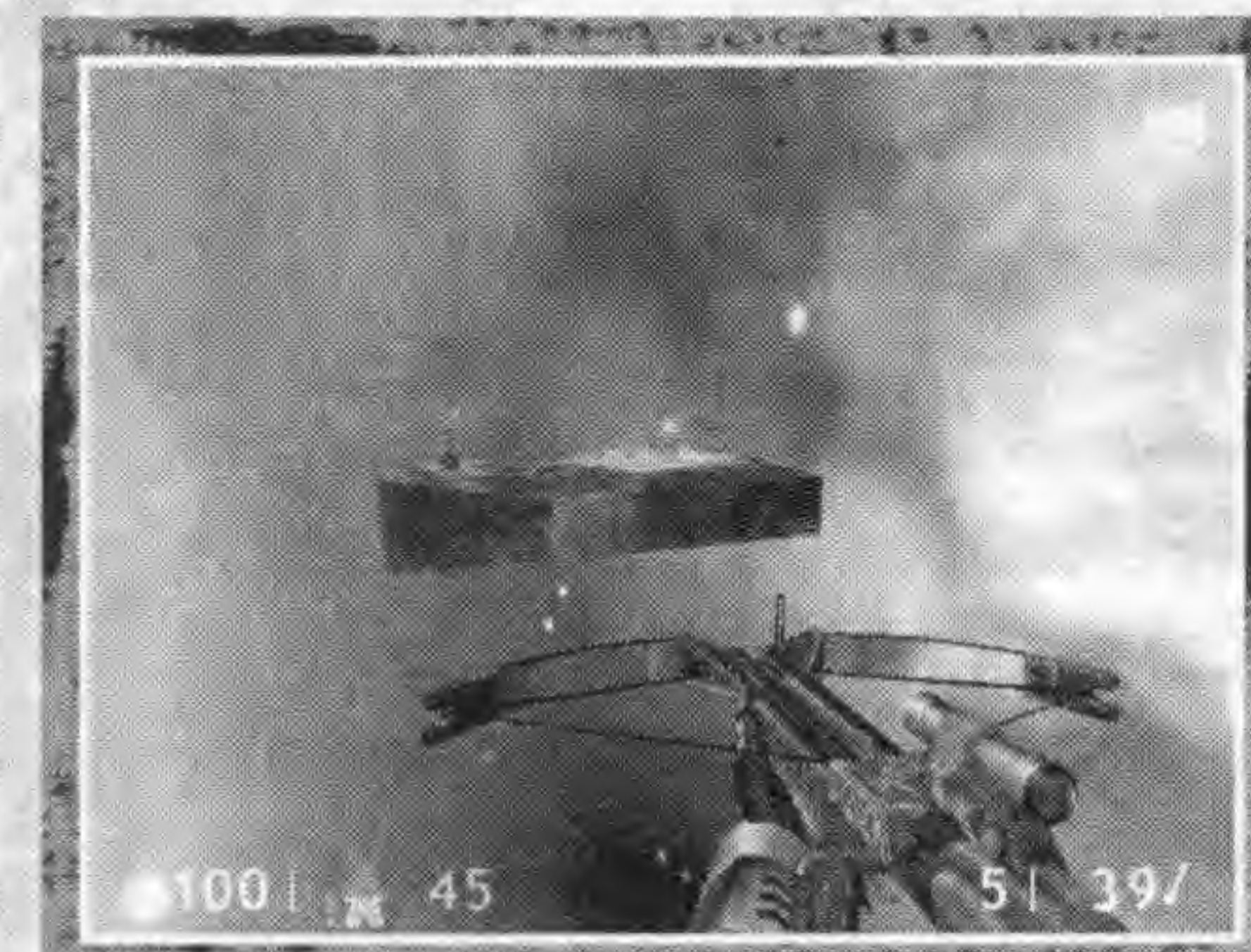
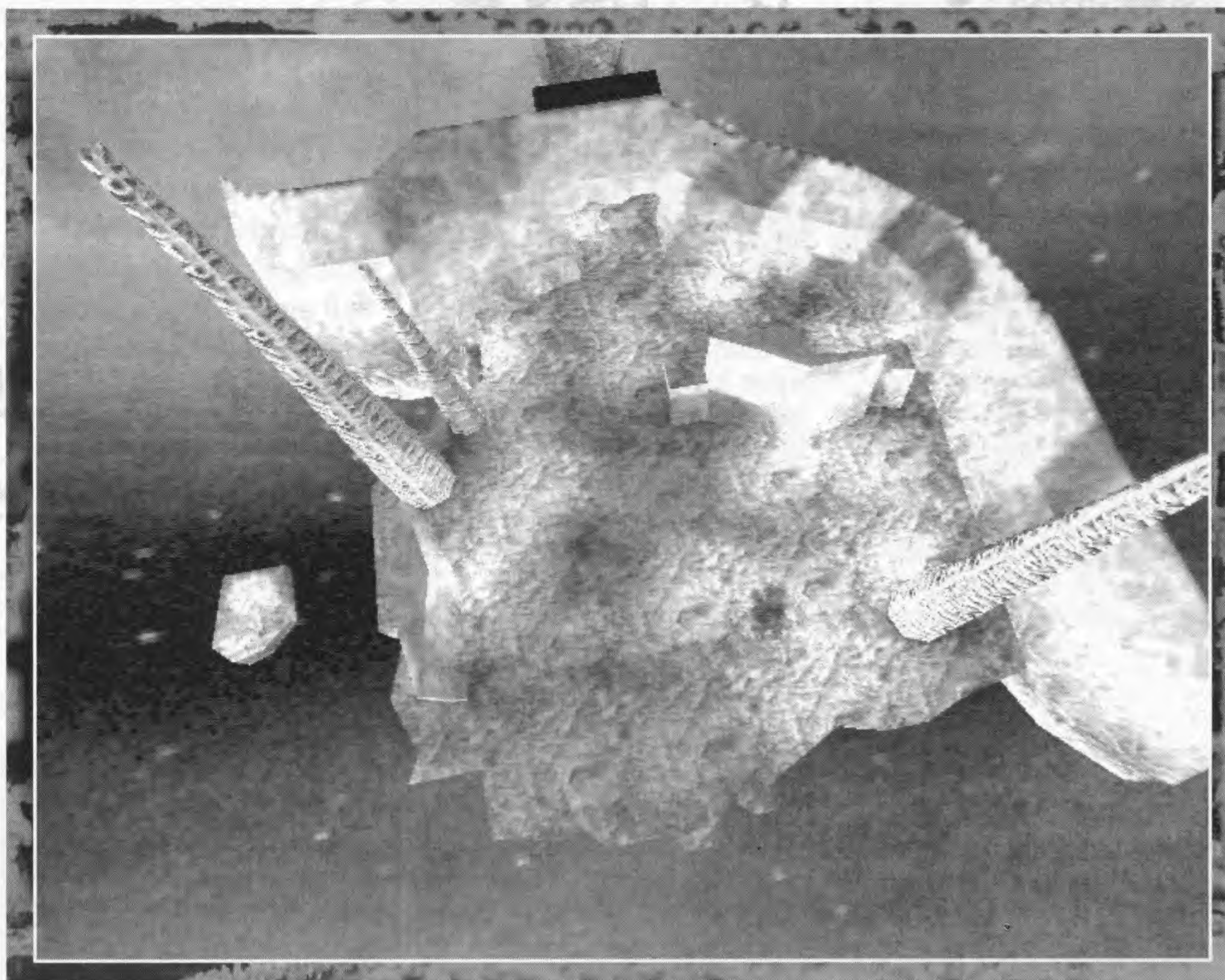
Hurry; the Gonarch is in this area too, and it'll charge soon.

Refer to Chapter 2 for information on the Gonarch. To summarize, it's a four-legged beast with a huge egg sac. It spits acid projectiles that burst on impact and spray you. It can give you a swift kick with its legs, and occasionally it spews little creatures, like miniature Headcrabs.

When attacking, aim for the Gonarch's egg sac. Its legs are armored, so your shots just bounce off.



1. You appear in a large, open area. Nearby is a dead man in an HEV Suit. Batteries and a case of ammunition lie beside him. Take the Batteries, but not the ammunition; immediately look for a tall rock near the "edge of the world."



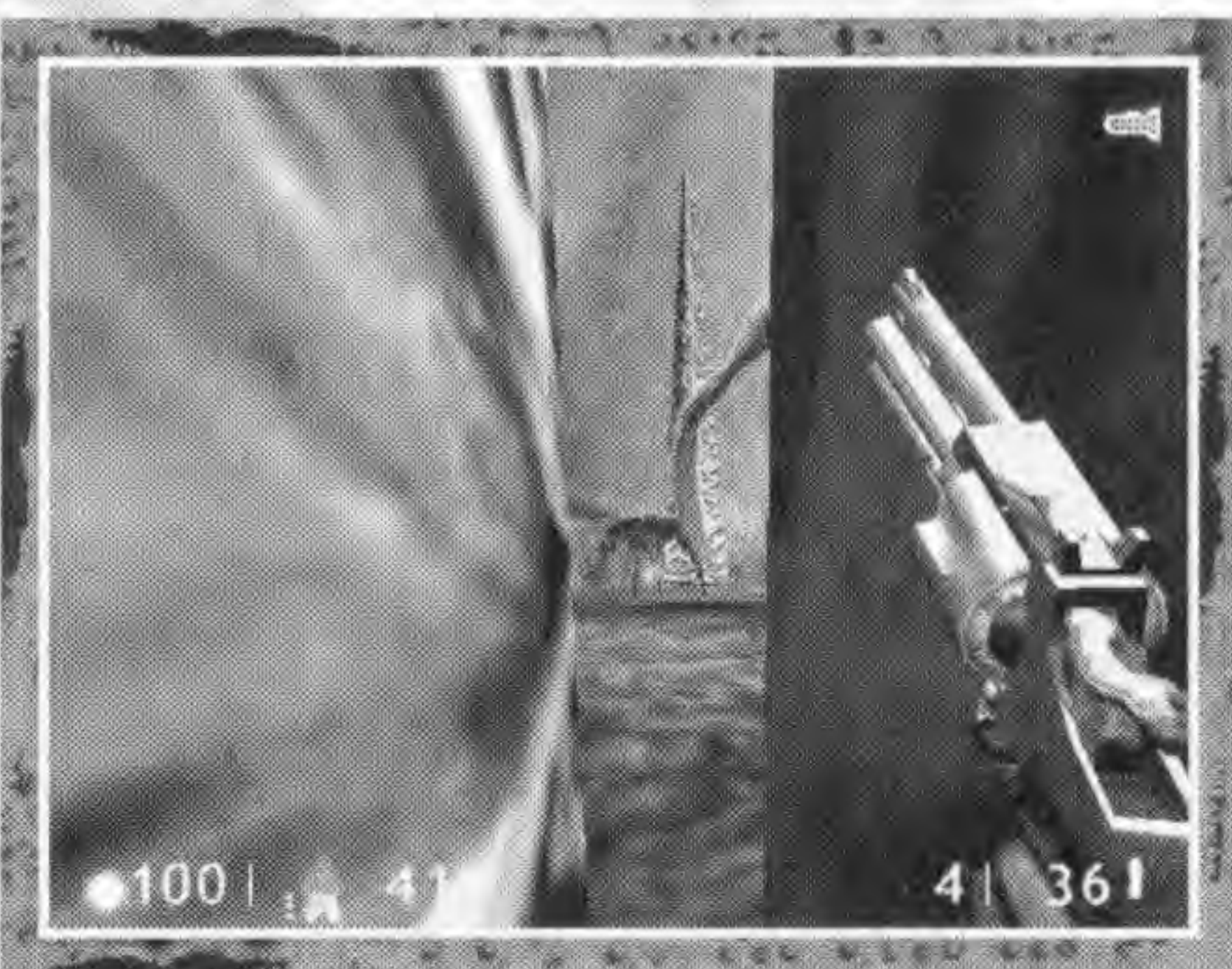
2. When you find the tall rock, you'll see a narrow space between it and the edge of the world. Walk behind the rock, so that you're protected from the Gonarch. You should be able to see a healing pool; long-jump to it whenever you're injured.

Map 9-19. Gonarch's lair, first part.

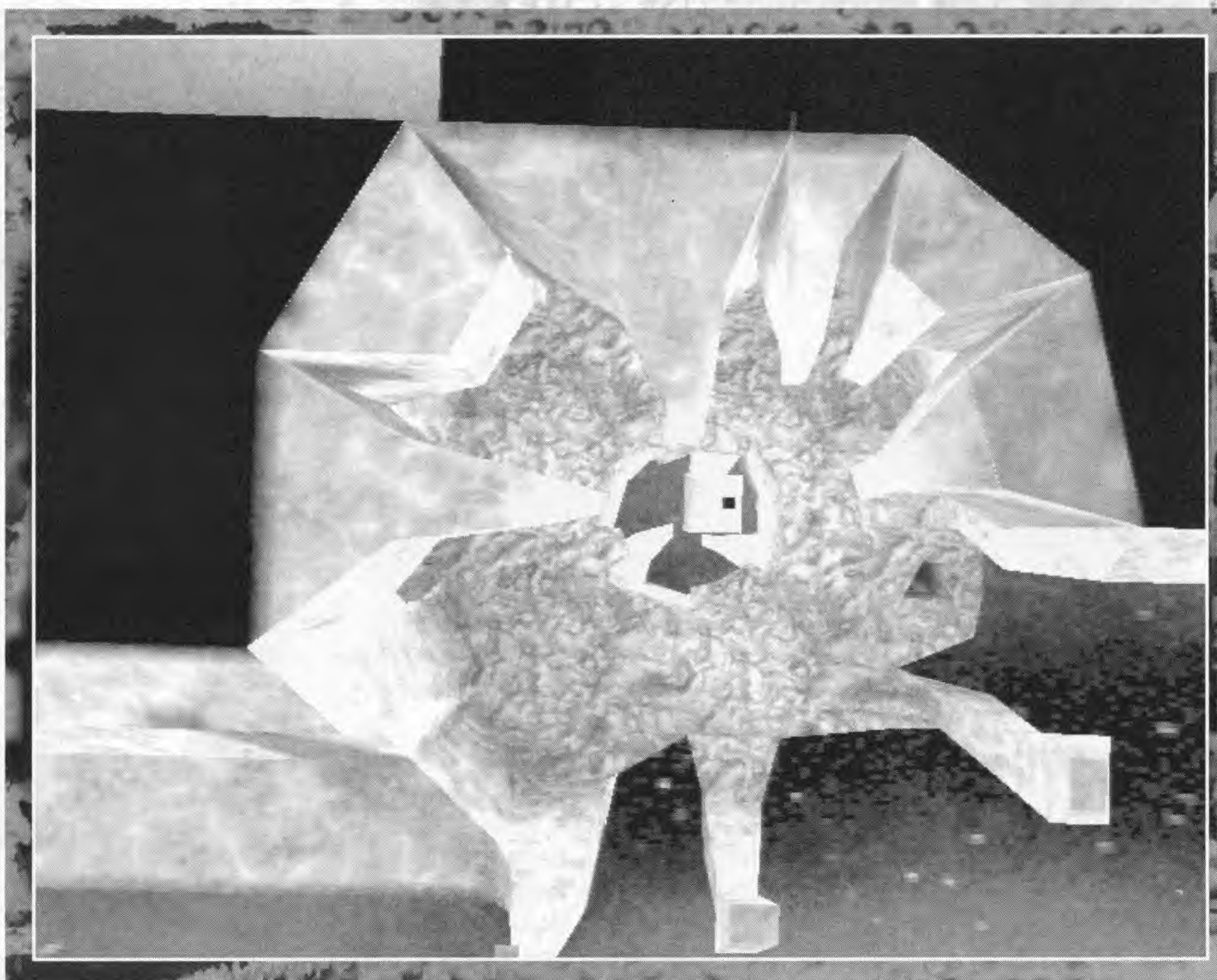


If the Gonarch doesn't stand in the right place, strafe in and out of cover. Attack first from one side of the rock, and then the other.

Attack the Gonarch with a few shots of each weapon (one RPG, several Crossbow bolts, a clip of Combat Rifle ammo, and so on), reserving some of your best weapons for later.



3. Start shooting the Gonarch from behind the rock. If you're lucky, and the Gonarch stands in the right spot, you can shoot it through a crack in the rock.



Map 9-20. Gonarch's lair, second part.



4. Eventually the Gonarch flees, breaking through a wall and running down a tunnel. Collect the ammo from dead man in the HEV Suit, heal yourself in the healing pool, and follow the Gonarch. Collect a Battery and some ammo along the way.



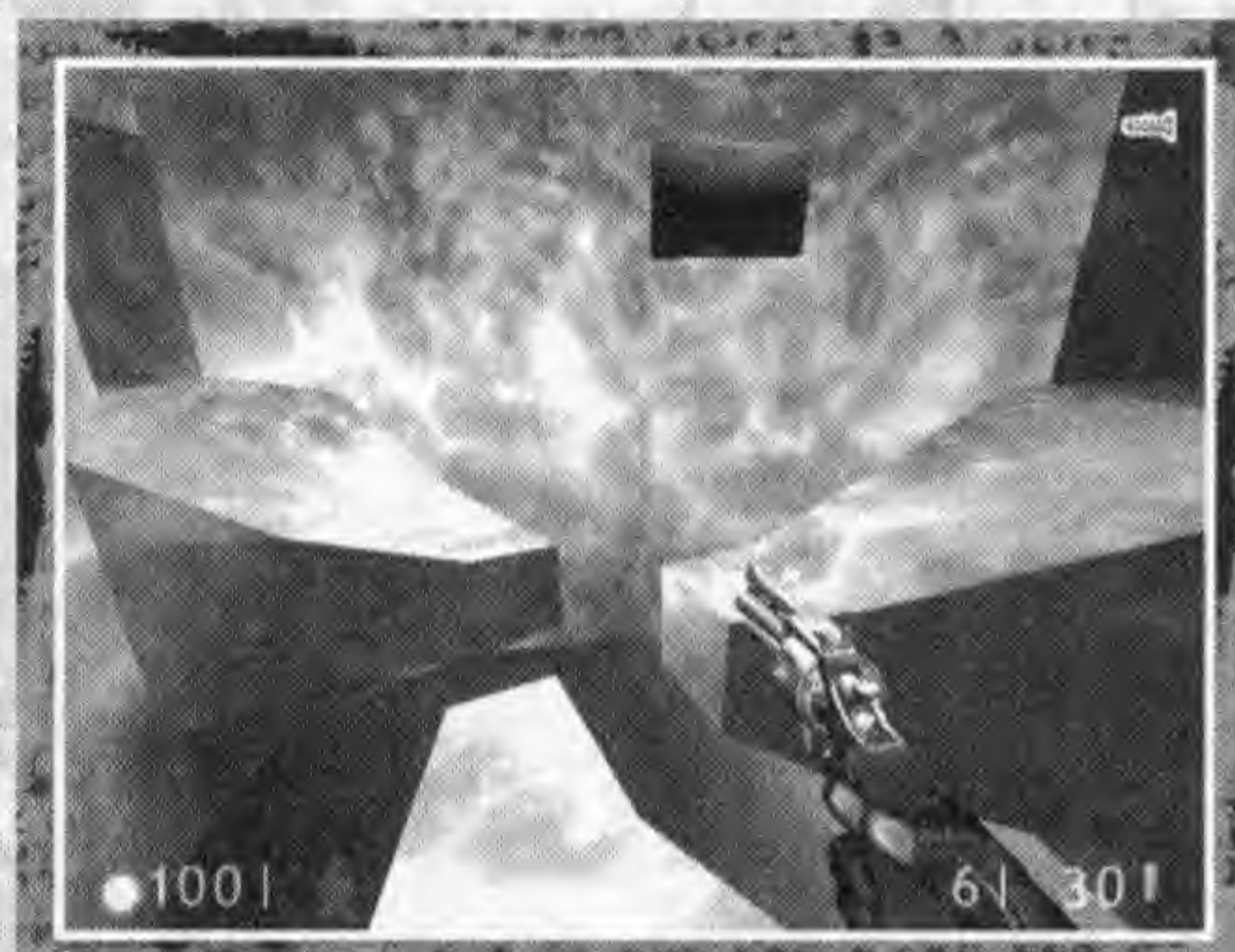
5. Eventually the tunnel ends in another open area. Stay back in the tunnel, avoiding the small, whipping Tentacles, and shoot a few RPGs into the Gonarch. It charges down the tunnel toward you. Leap aside, and run out into the open area.



6. Circle-straft around the open area, firing Combat Rifle Grenades and other high-powered ordnance at the Gonarch. Note the hole in the middle of this area, partially obscured by vines. Watch out or you'll fall through!



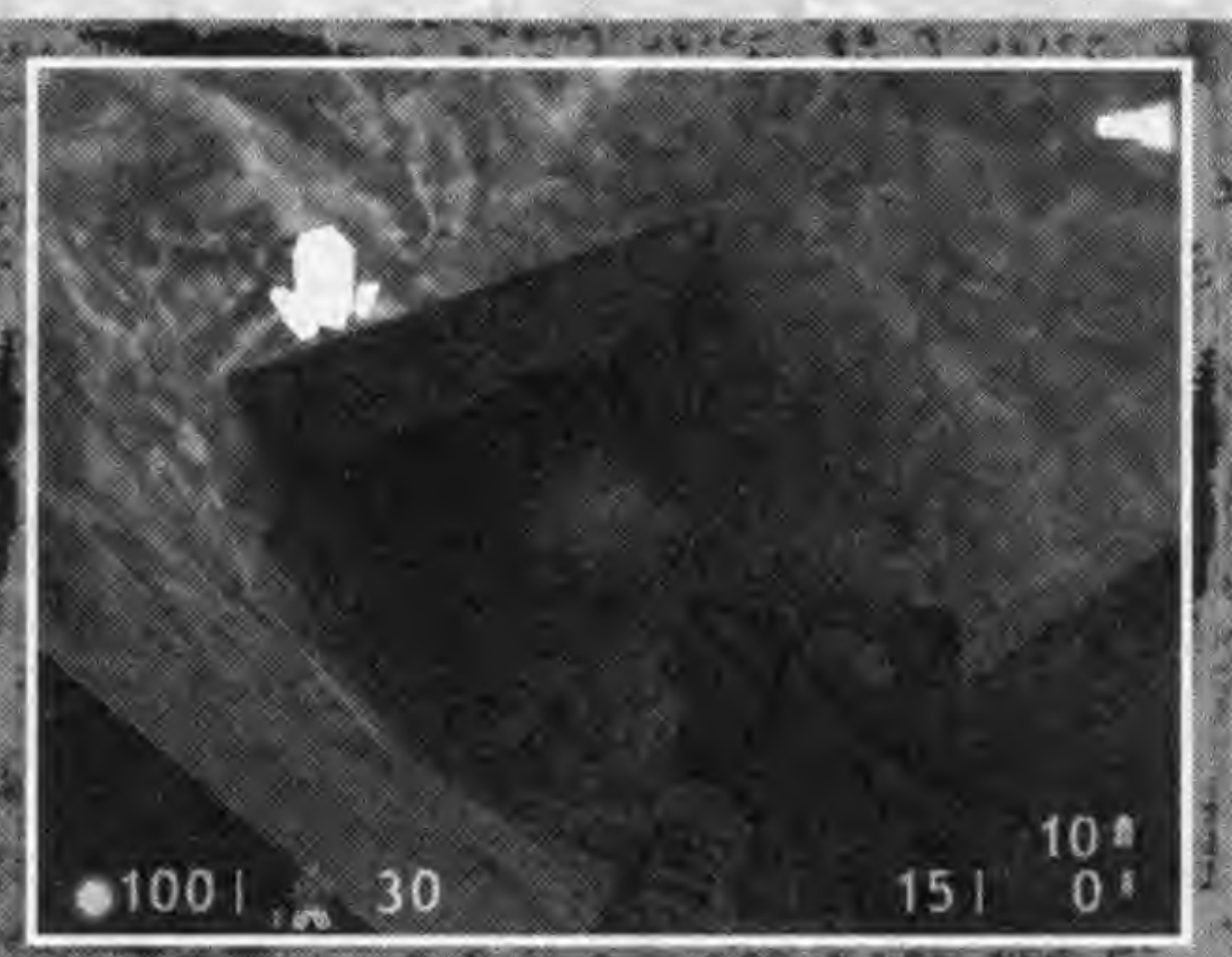
Don't worry too much about the miniature Headcrabs the Gonarch produces. The Gonarch's spit and its deadly kick are the attacks you must really avoid.



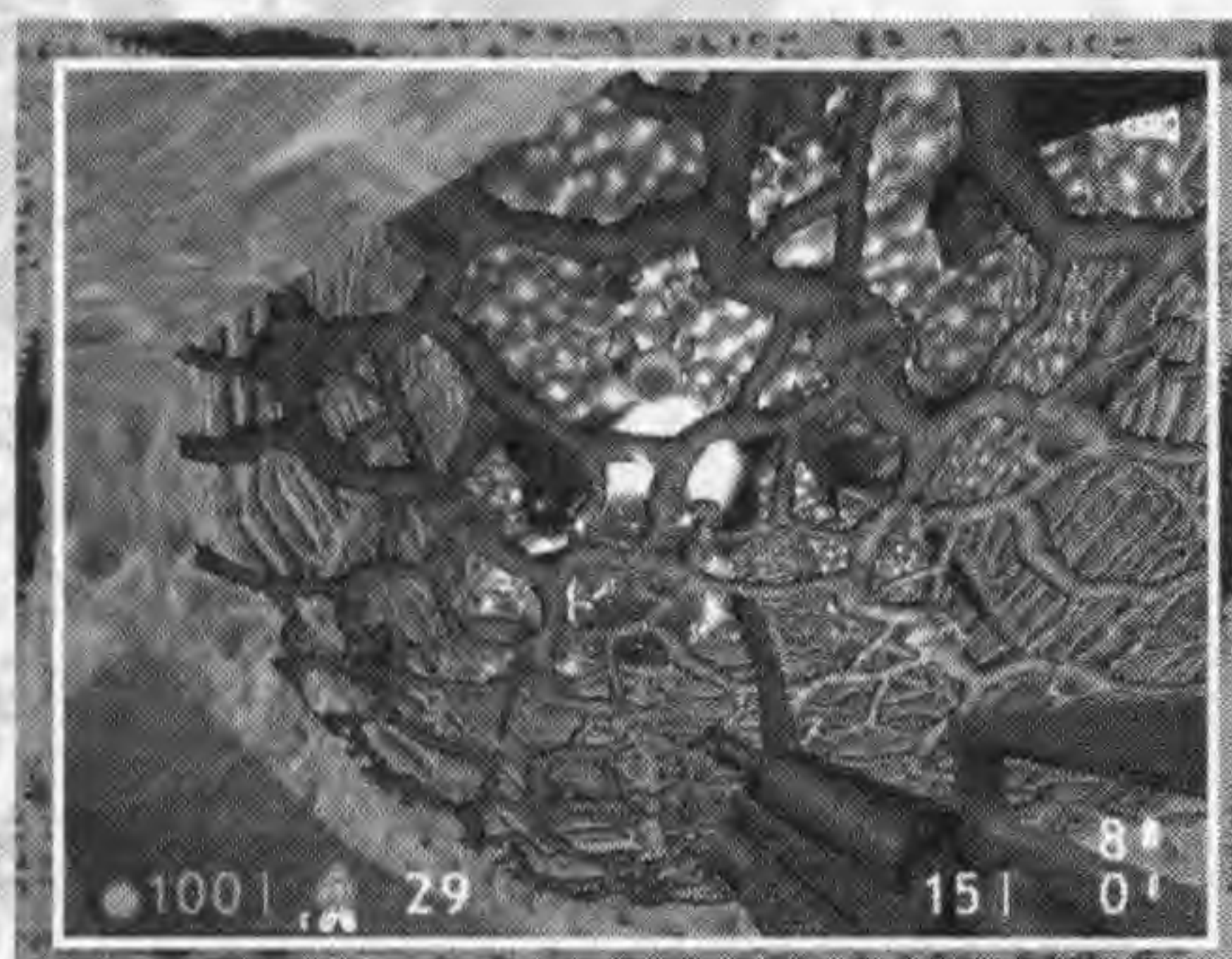
7. Eventually, you'll deal enough damage to the Gonarch that it breaks down another wall and flees. Don't follow it yet. Instead, look for a small hole in the ground—not the larger, vine-covered hole in the center. Drop down the small hole and walk into a central area with a hole in the middle and two other ledges.



8. Jump to the left ledge and heal yourself in a healing pool in a chamber beyond it. (Watch out for the Headcrabs that show up down here.) Return to the central area and jump to the other ledge, where you'll collect some ammo and find a trampoline that takes you back to the main level.



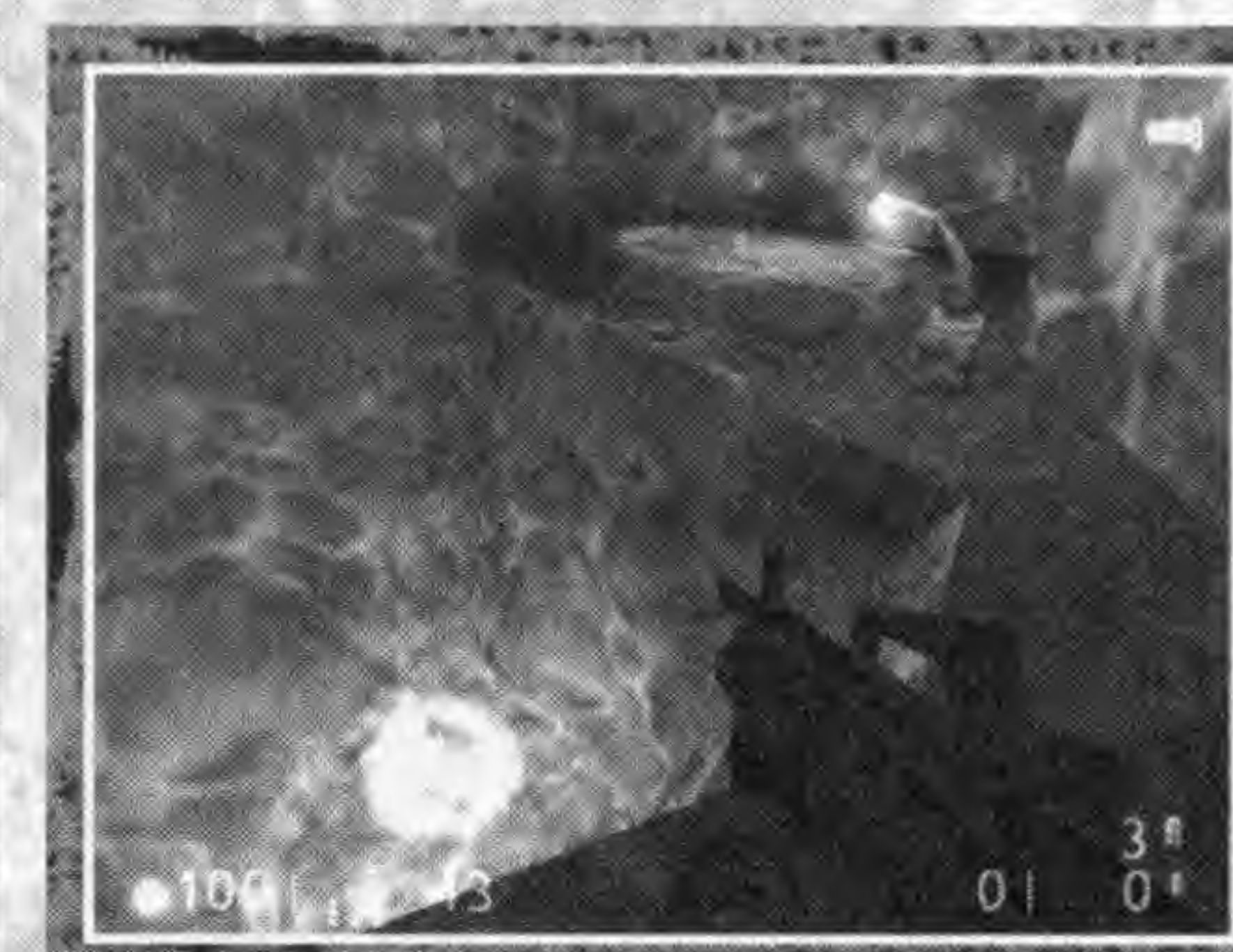
9. Approach the hole the Gonarch ran through. Leap to a ledge on the other side of the hole, instead of dropping all the way down in a single fall.



10. Drop down into the pit. The Gonarch sits on a web. Circle-straft around the pit, firing RPGs and Combat Rifle Grenades at the Gonarch, and avoiding miniature Headcrabs.



11. When you've shot the Gonarch enough, it drops from its web. Blast it with more heavy-duty weapons; if you have any ammo for the Gluon Gun, that's ideal. A few seconds of Gluon Gun fire should do the trick.



12. As the dead Gonarch crumples, a hole opens in the floor. You can leap right down into it and teleport to the next level, or look into it first and see a ledge above the teleporter. If you leap to the ledge, you can use a healing pool. Jump into the teleporter when you're done.



WALKTHROUGH, PART 7

YOU'VE COME TO THE GAME'S FINAL STAGES. THESE LEVELS REQUIRE EXCELLENT COMBAT SKILLS AND GREAT COORDINATION. EVEN WITH THIS CHAPTER'S HELP, YOU MAY HAVE TO TRY SOME PARTS OF THESE LEVELS SEVERAL TIMES.

BE PREPARED TO TRY ANY PART OF A LEVEL OVER IF YOU TAKE TOO MUCH DAMAGE. IF YOU PROCEED DESPITE EXTREMELY LOW HEALTH, IT'LL ONLY MAKE THE NEXT STAGE THAT MUCH HARDER.

INTERLOPER

Interloper contains several distinct environments connected by teleporters.

Early Troubles

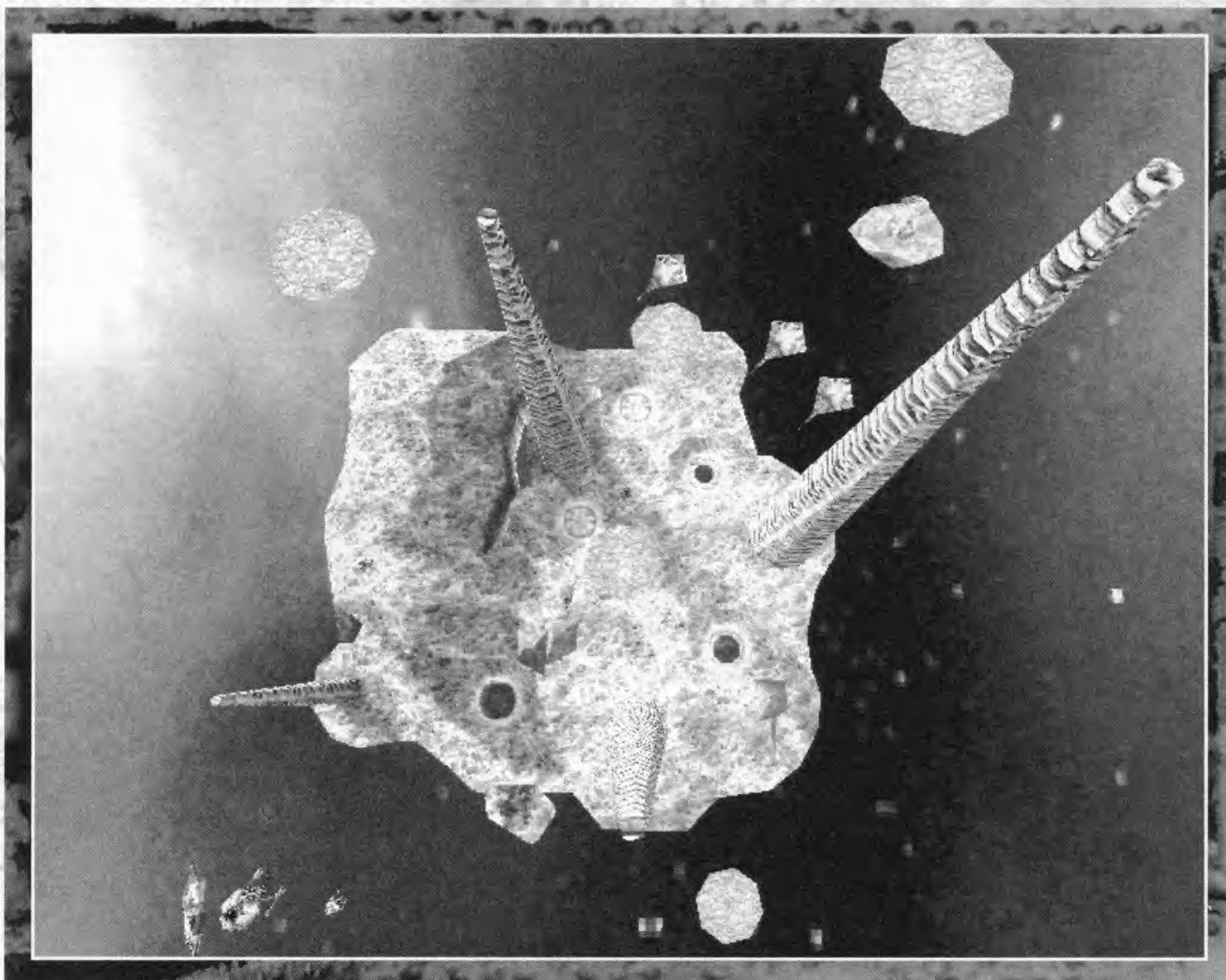
You appear on a ledge above a big rock. The skies above are filled with Xen Masters and kite-shaped aliens; the ground is littered with Vortigaunts. Your first priority is to get inside, where these aliens can't hurt you.



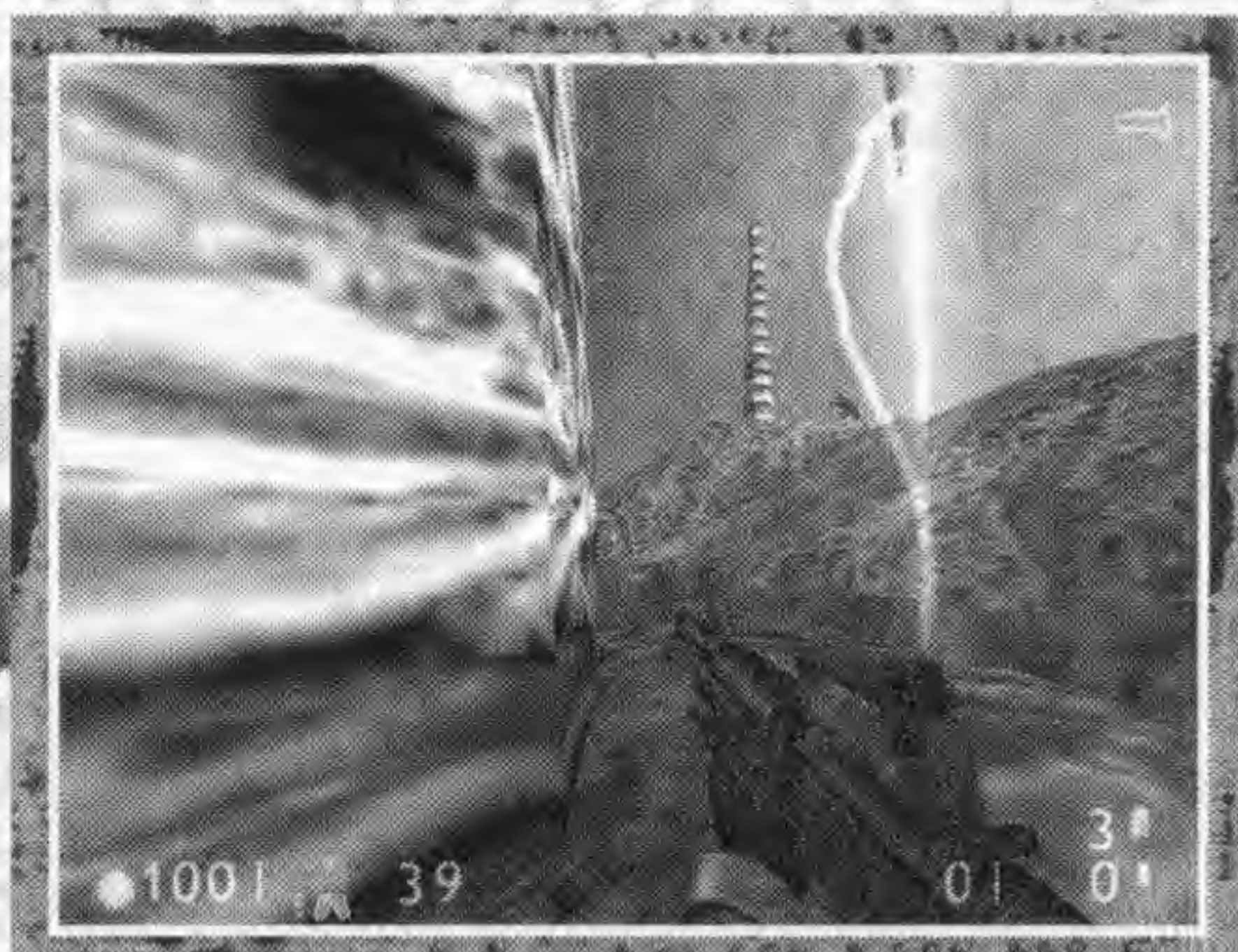
1. The ledge on which you appeared starts to crumble. Before it does, quickly look around. Note the floating platform with the teleporter on it. That's your eventual destination.



2. Now turn in the other direction. Notice the big ridge in the distance. Run toward that ridge.



Map 10-1. First stage of Interloper.



3. As you run toward the ridge, duck in and out of the cover of giant columns. Vortigaunts pose your greatest threat. Kill any Vortigaunts that get too close, but don't try to kill them all; just use the columns for protection, and run as fast as you can when you aren't behind cover.

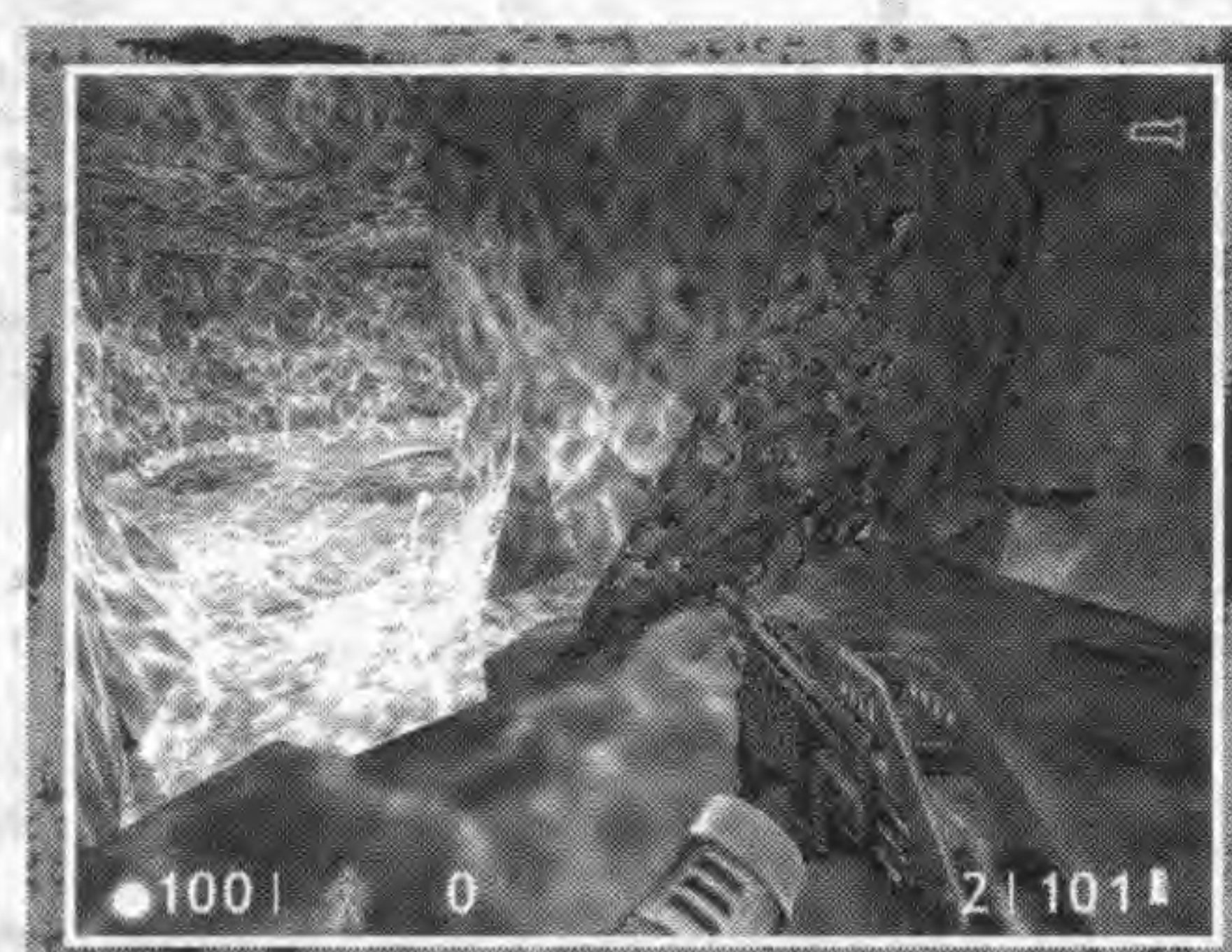


Beware of crevasses that lead to deadly falls, and blowholes that open and close underfoot. If you fall into a blowhole, you'll be blasted up into the air and die from the fall.

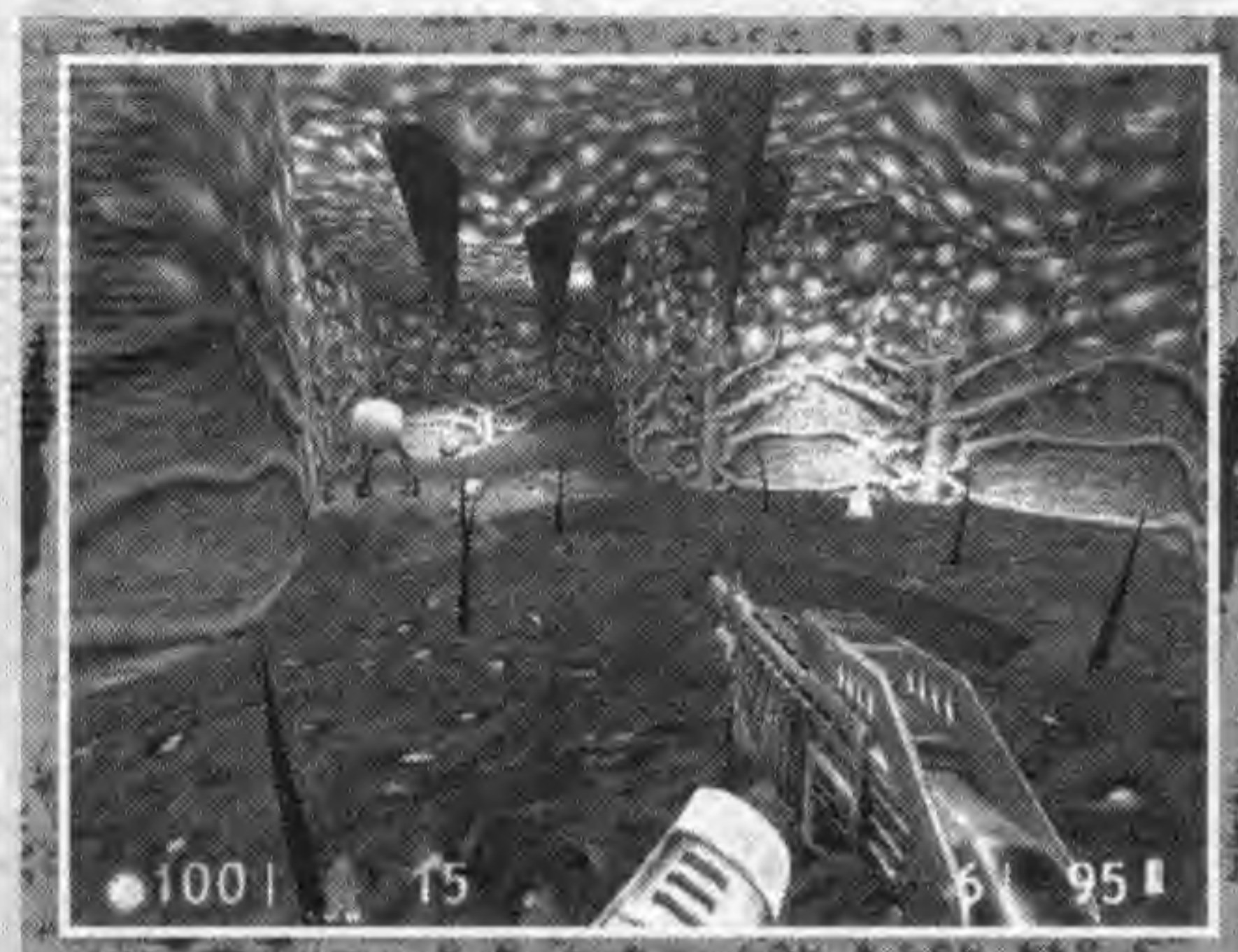


In this stage of Interloper, the outdoor enemies reappear continually. Even if you shoot every Vortigaunt and Xen Master, more will pop up later.

In other words, trying to kill every last alien is useless. Just get indoors quickly.



4. A cave entrance lies on one side of the ridge. Run inside and kill a Vortigaunt. There's a healing pool inside the cave. Use it, then drop into a tunnel.



5. Break some vines covering a nearby hole, and then fall down the hole into a tunnel. Take this tunnel to a room where massive spikes slowly rise and fall from the ceiling and floor. Kill a pair of Headcrabs and cross this room quickly, or the spikes will trap you and damaging green gas clouds will discharge from the ceiling.



6. Proceed to a large cavern containing Barnacles overhead and a Bullsquid in a corner. Kill the Barnacles and the Bullsquid, then examine the room. You'll find First Aid Kits, a dead man with some ammo nearby, and a walkway into another chamber (destroy vines to get there).



7. The new chamber contains a strange column that's partially obscured by vines. Shoot away the vines and the column starts to descend.



8. When the column reaches the bottom, get onto it and ride it back up.

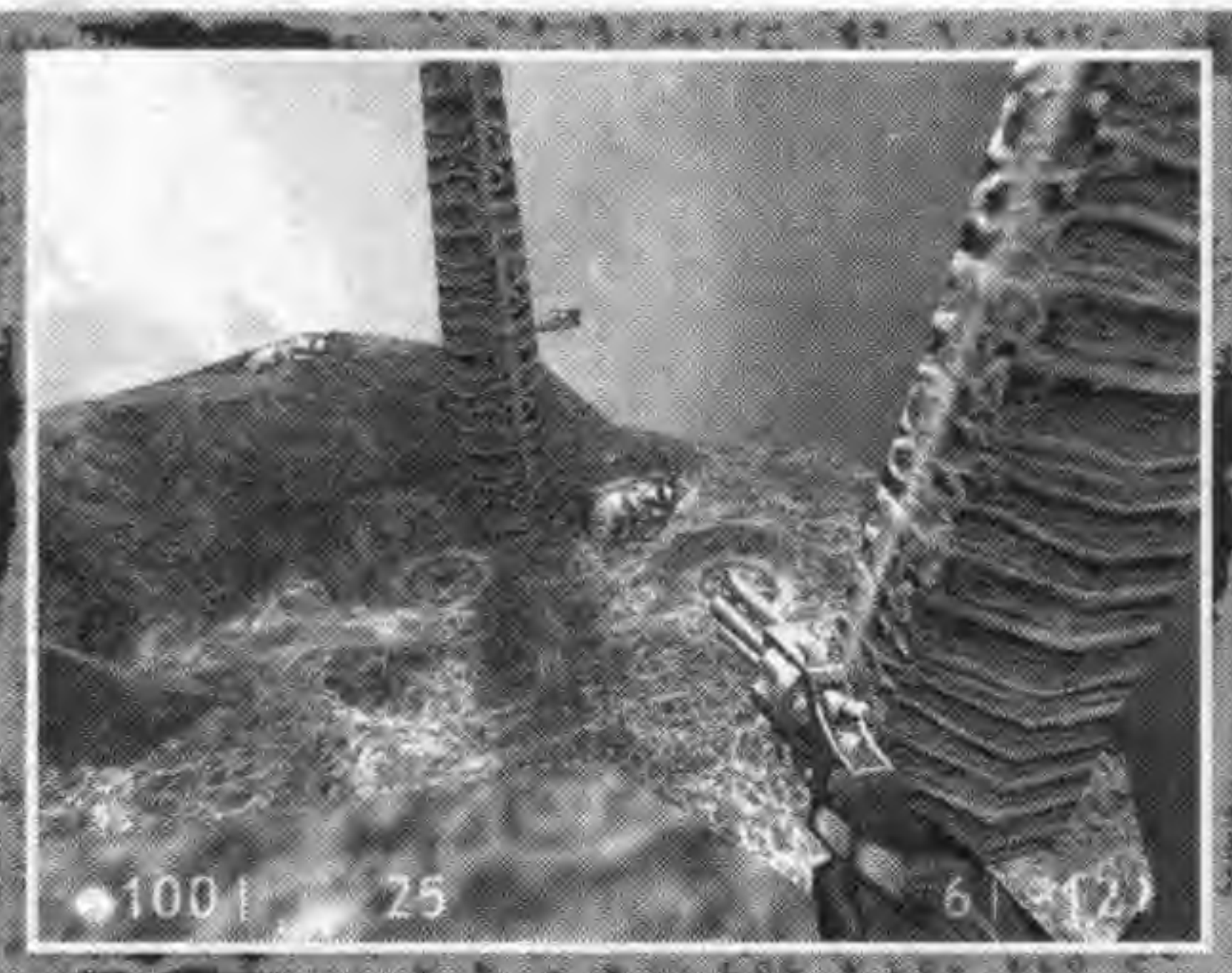


9. Shoot any nearby Xen Masters on your way up. At the top, look for the nearest moving platform and drop down onto it. Be sure it's the highest platform available, or you'll take falling damage.



You're exposed to weapons fire from all angles as you stand atop the column. You'll be considerably safer when you're on the moving platforms. They're wide enough to protect you from the shots below.

As you move from platform to platform, you're always better off dropping down than jumping. Jumping gives you extra lift, and increases your chance of injury when you land.



10. Continue dropping from platform to platform. After dropping to the fifth platform, pay close attention to the kite-shaped aliens that glide across the sky.



11. Jump onto a kite-shaped alien's back. Position yourself squarely in the middle and crouch, making it difficult for the Vortigaunts on the ground to hit you.



12. The alien glides slowly toward a teleporter. Shoot any Xen Masters that appear overhead, and any Vortigaunts that have a clear line of sight at you.



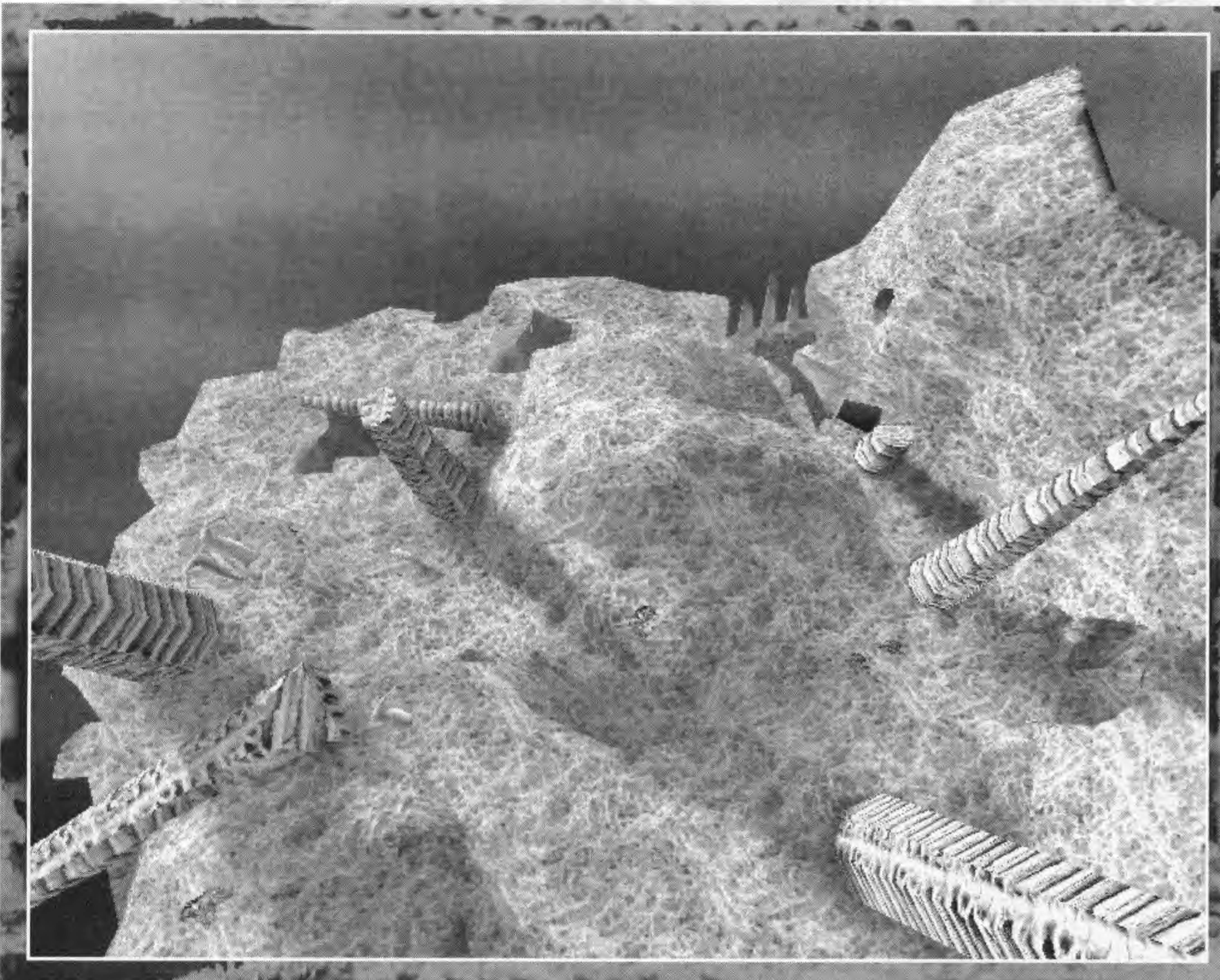
13. Eventually you're close enough to the floating rock with the teleporter that you can hop on. Do so, and enter the teleporter.

Caverns

This next area is tricky, but there's abundant ammo and an infinite supply of healing, so if you're careful you'll do fine.



1. You appear in a cave. Walk to its exit. To the left is a wide-open area where two Alien Grunts stand on a pair of hills, and a few working Vortigaunts mill around beneath them. To the right is a Tentacle in a pit.



Map 10-2. You appear in the big lump near the middle (it's a cave).



2. Take a right and approach the pit with the Tentacle, but don't go so close that it can slap you. Shoot the Tentacle once with the Crossbow to make it drop. While it's down, long-jump across the pit it's rooted in. You land on a small ledge beneath a cliff wall. There's a hole in the cliff above you.



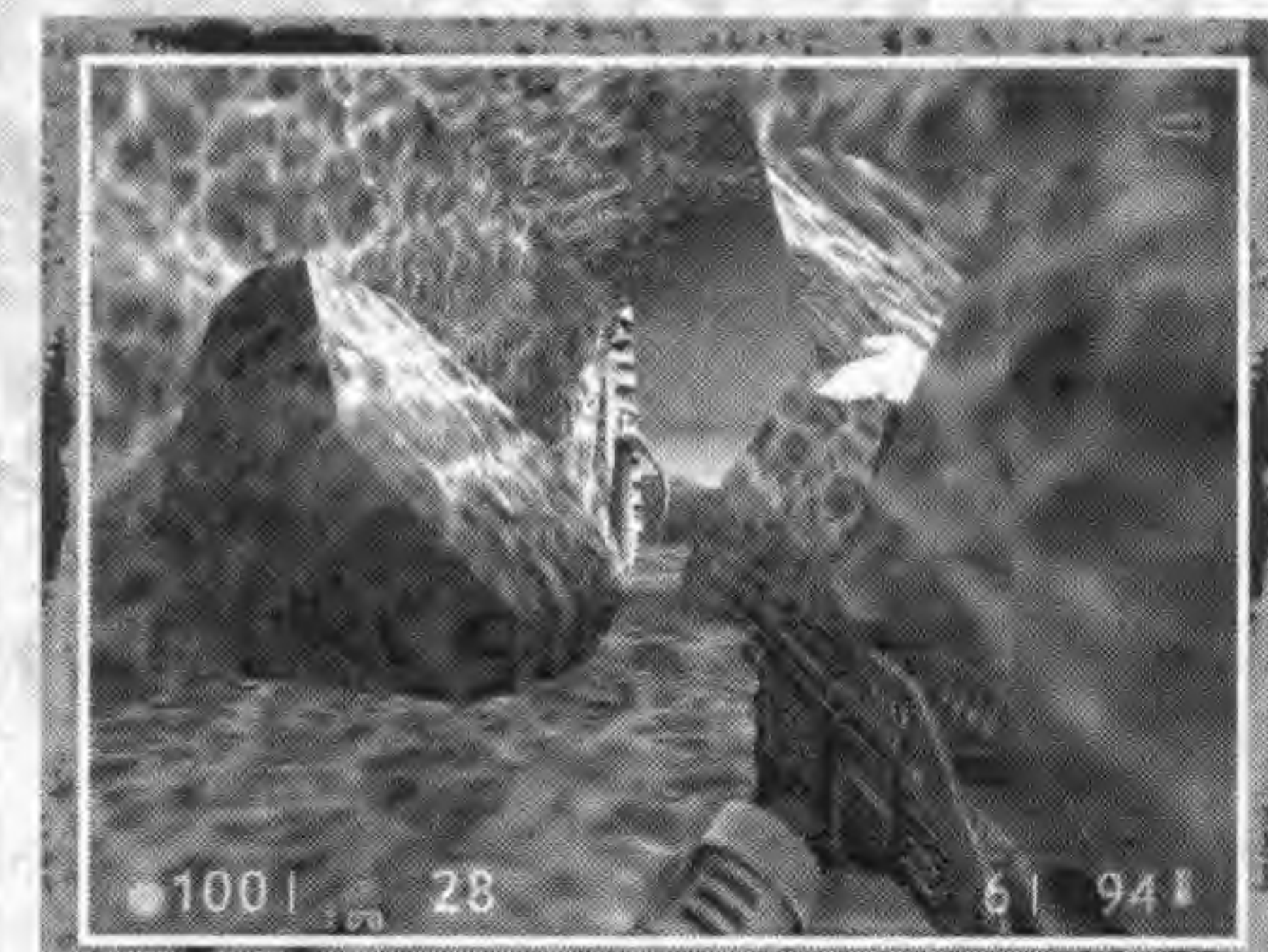
3. Turn around and shoot the Tentacle a second time to keep it down. Then jump into the hole in the cliff wall. Crouch at the top of the jump for extra height.



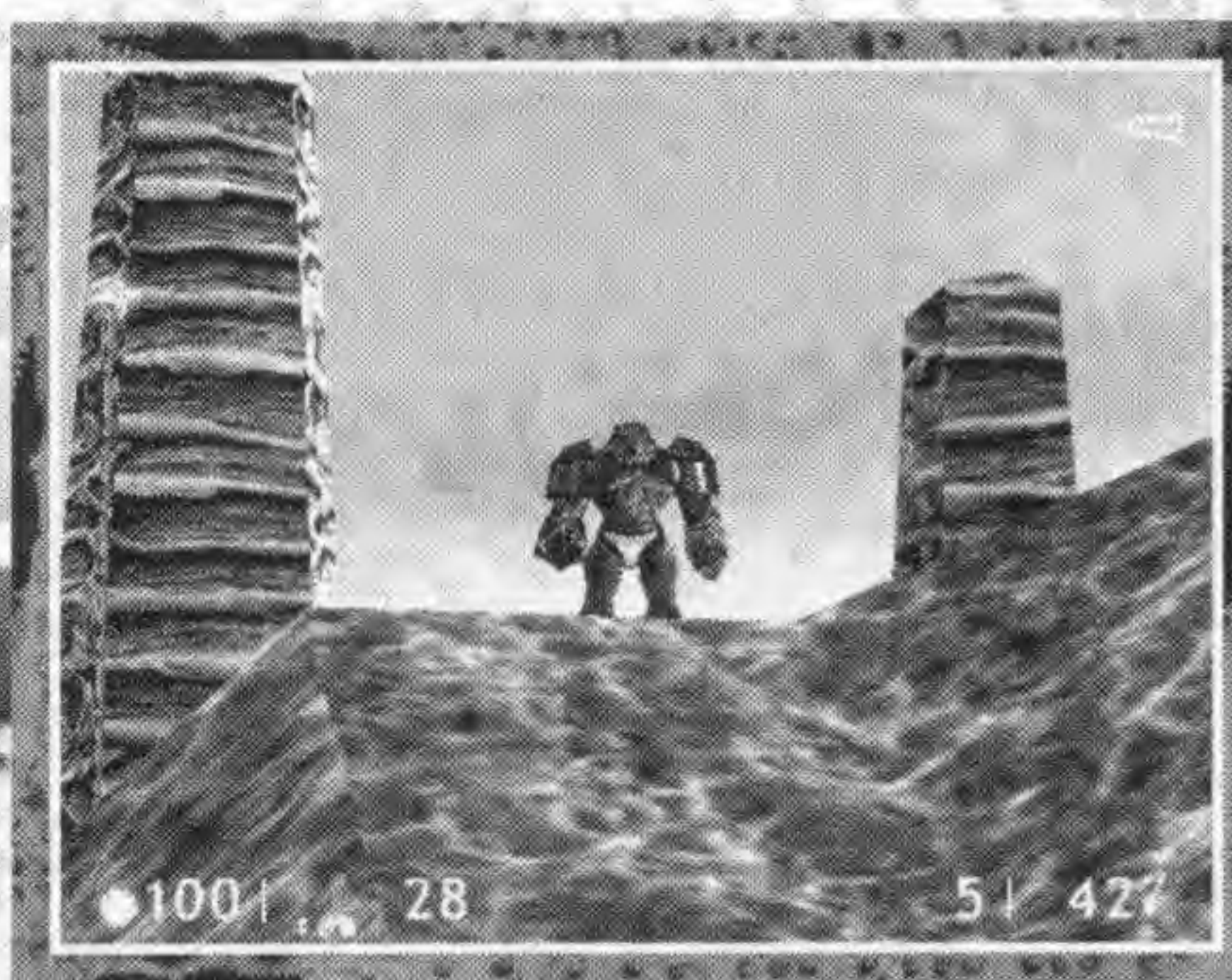
4. A tunnel leads to a small cavern with a waterfall, a healing pool, and two Barnacles. Heal yourself in the pool. Then jump up onto a ledge opposite where you entered. Follow a short tunnel.



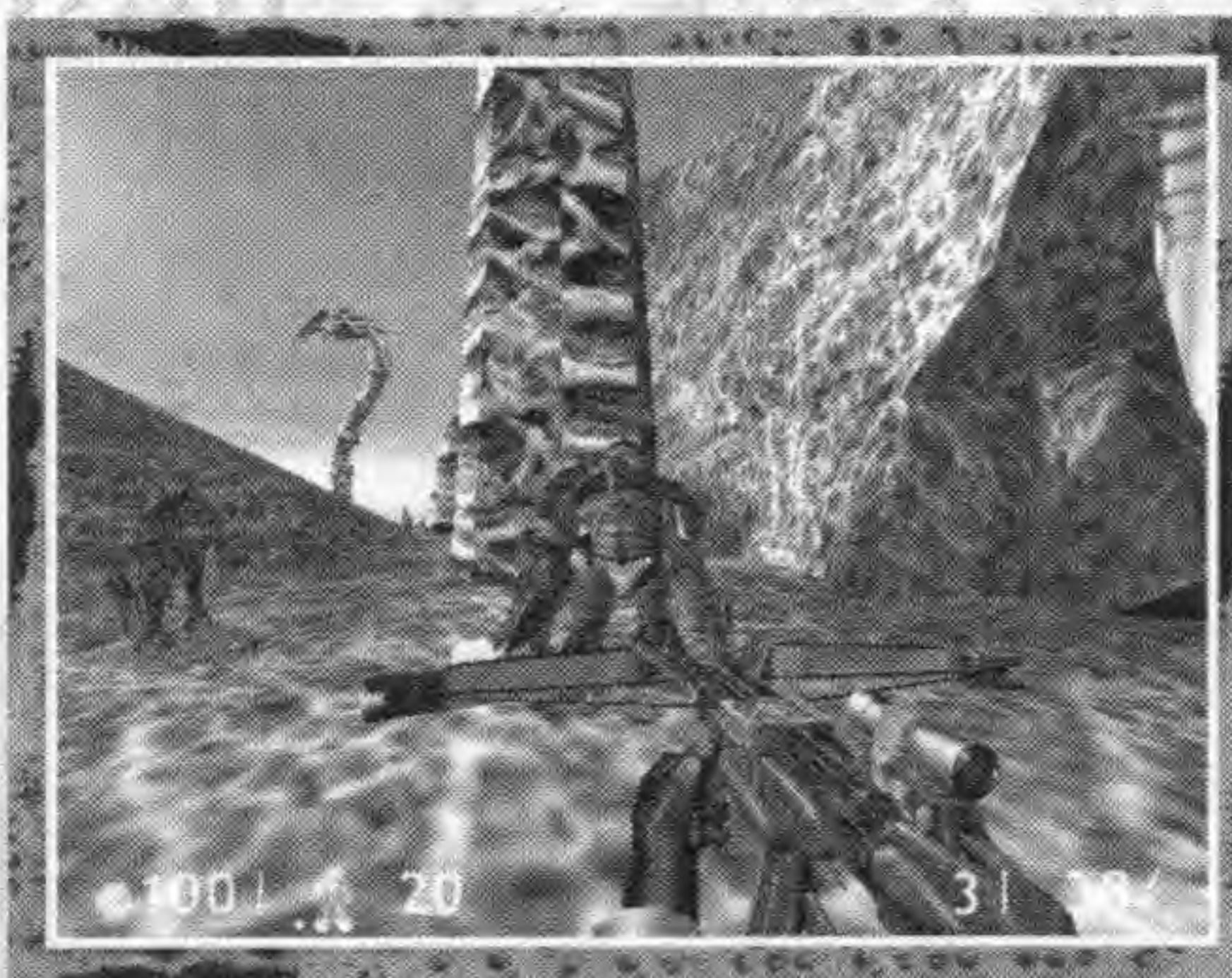
5. The tunnel leads to a new cavern we'll call the middle cavern. Look carefully at the screenshot. On the extreme left is a narrow ledge you can jump to and climb up. Do so, and you'll collect some ammunition.



6. Go back down the ledge. Again, refer to the screenshot. Approach the exit on the right side of the picture, but don't go through it. It leads back outside.



7. From this exit, you can see Vortigaunts on the ground and two Alien Grunts standing on low hills, like overseers. Use the Crossbow's zoom feature to snipe the Alien Grunts.



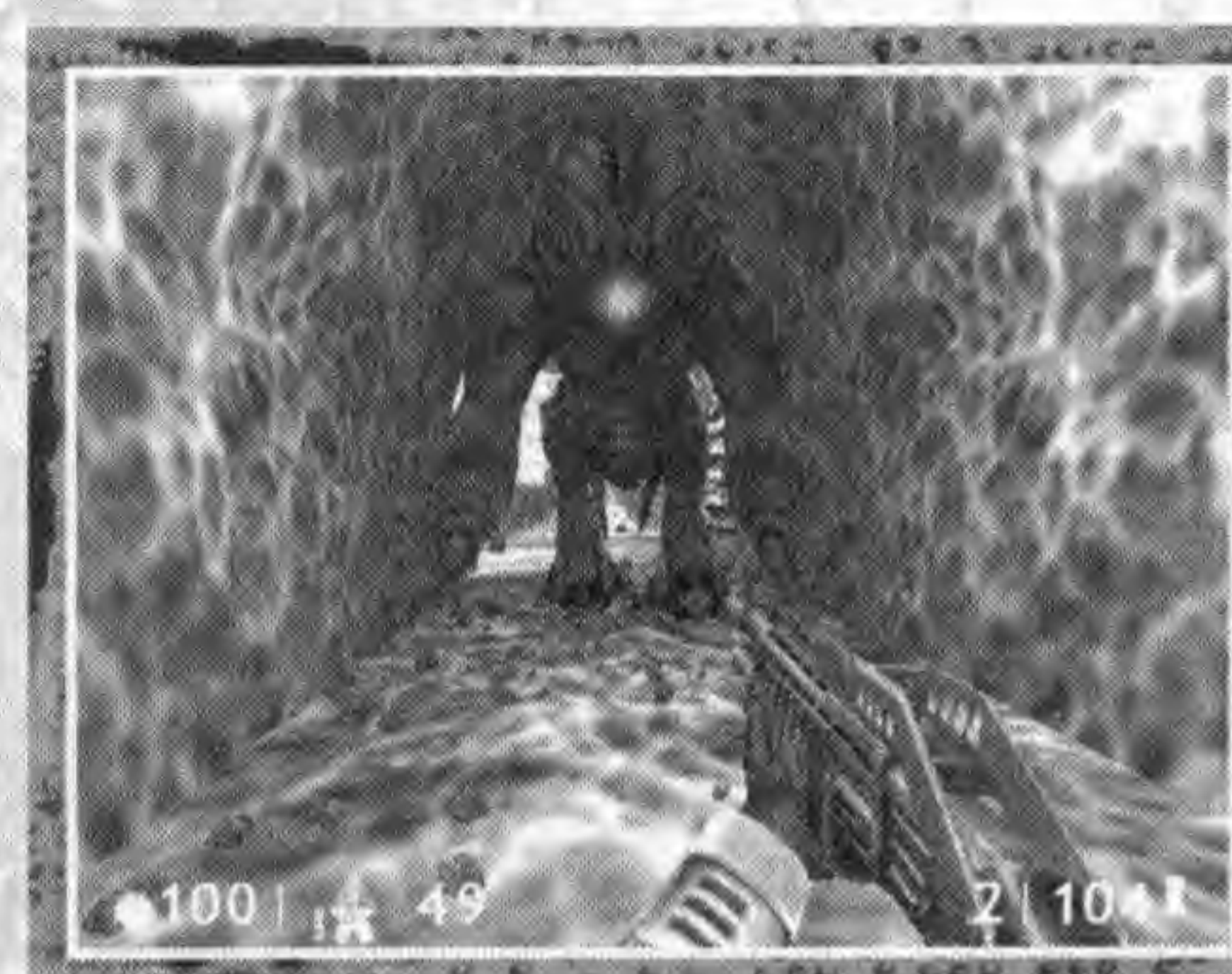
8. An alien craft is likely to drop two more Alien Grunts outside at this point. Kill both and proceed outside.



9. You'll notice a cave in one of the hills the Alien Grunts were standing on. Equip your Shotgun and go inside. Kill several Vortigaunts in here, and collect ammo.



10. After collecting all the ammo, go back outside and return to the middle cavern shown. From there, either return to the healing waters of the waterfall room (if you're injured), or proceed through the cracked, narrow entrance shown near the middle of the screenshot.



11. This entrance leads to a tunnel blocked with boulders. Jump up on the boulders; a Gargantua charges toward you. Instead of retreating, run past its legs and take a right. Dart into a hole in the wall, where you'll be safe. A Battery and some First Aid Kits are in here.



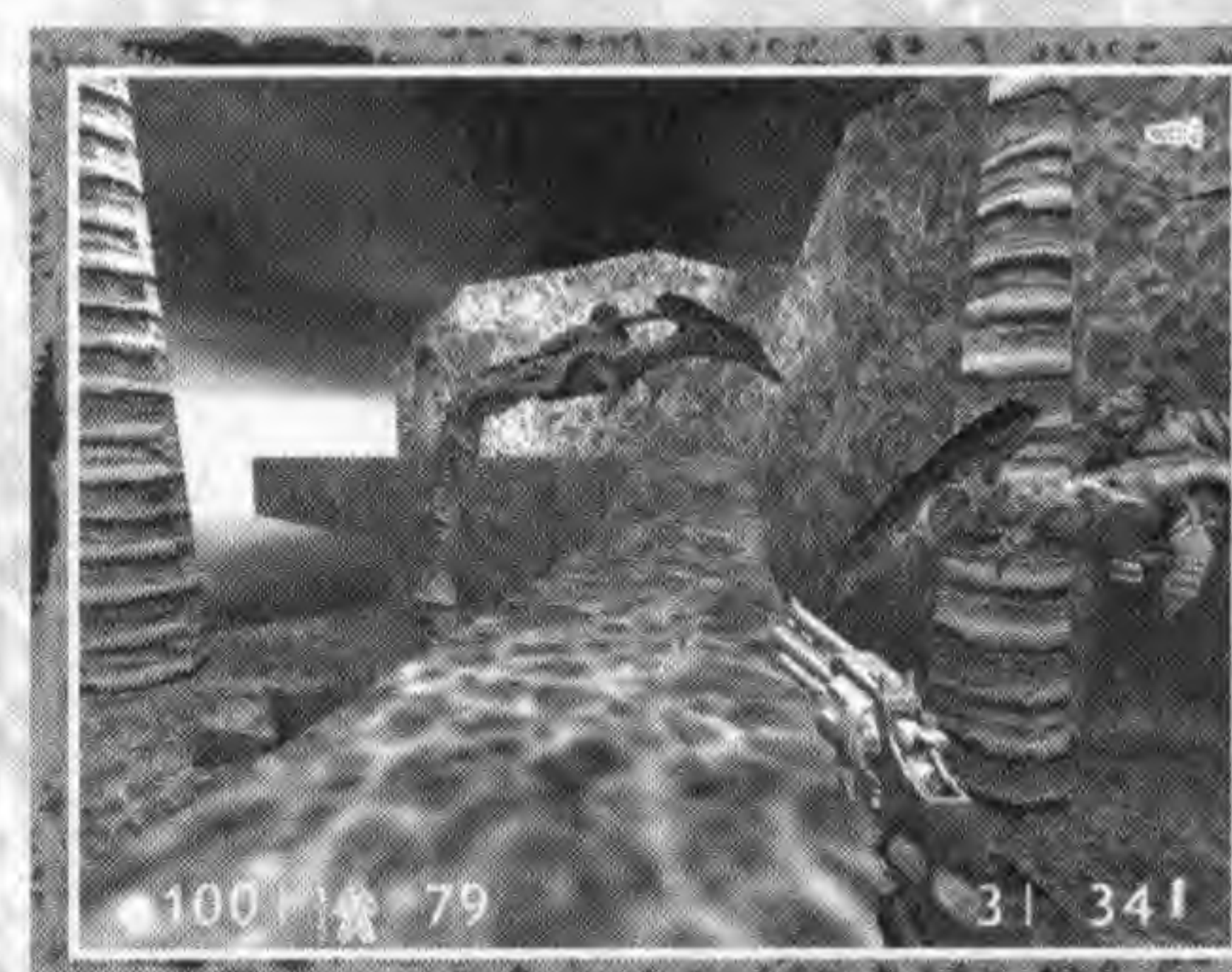
12. Look out from your hiding place. You see the pacing Gargantua—and a hole leading outside. Wait for the Gargantua to run to the left, away from the hole; then dash out and approach the hole.



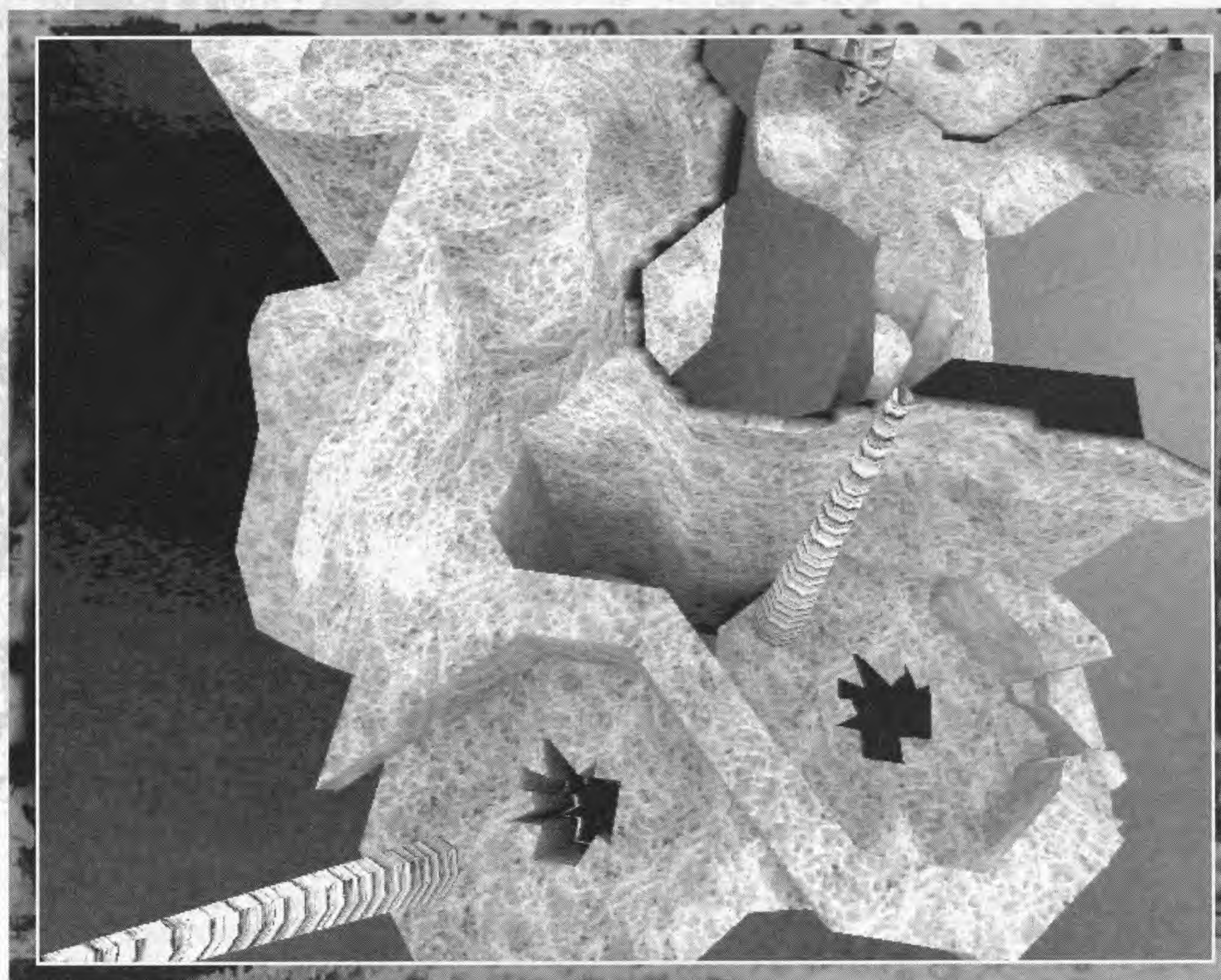
13. Jump up on the low rocks in front of the hole. Then long-jump from here across a chasm. This is a tricky jump if you rush, so try to keep your movements calm and smooth. You have more than enough time to make the leap.



14. Across the chasm is a semicircular ledge. Two Tentacles emerge from the ground nearby. Shoot a Barnacle overhead.



15. Drop a Satchel Charge in the vicinity of the Tentacles and detonate it so they both retract. Then follow the ledge, using a long-jump to cross a broken part. Continue past a third Tentacle (which you should avoid rather than shoot).



Map 10-3. The two holes near the bottom contain Tentacles.



16. The ledge leads to a small cavern with a teleporter and two Alien Grunts. One of them is hidden behind a rock. Kill both.



17. Collect Satchel Charges and Laser Mines from the floor of this cavern, then enter the teleporter.

The Mines

You transport to a mine area, where worker Vortigaunts labor. The Vortigaunts aren't hostile at first, so you can get past this area without firing a single shot.



1. You appear in a small room with broken machinery. Take the only tunnel out.

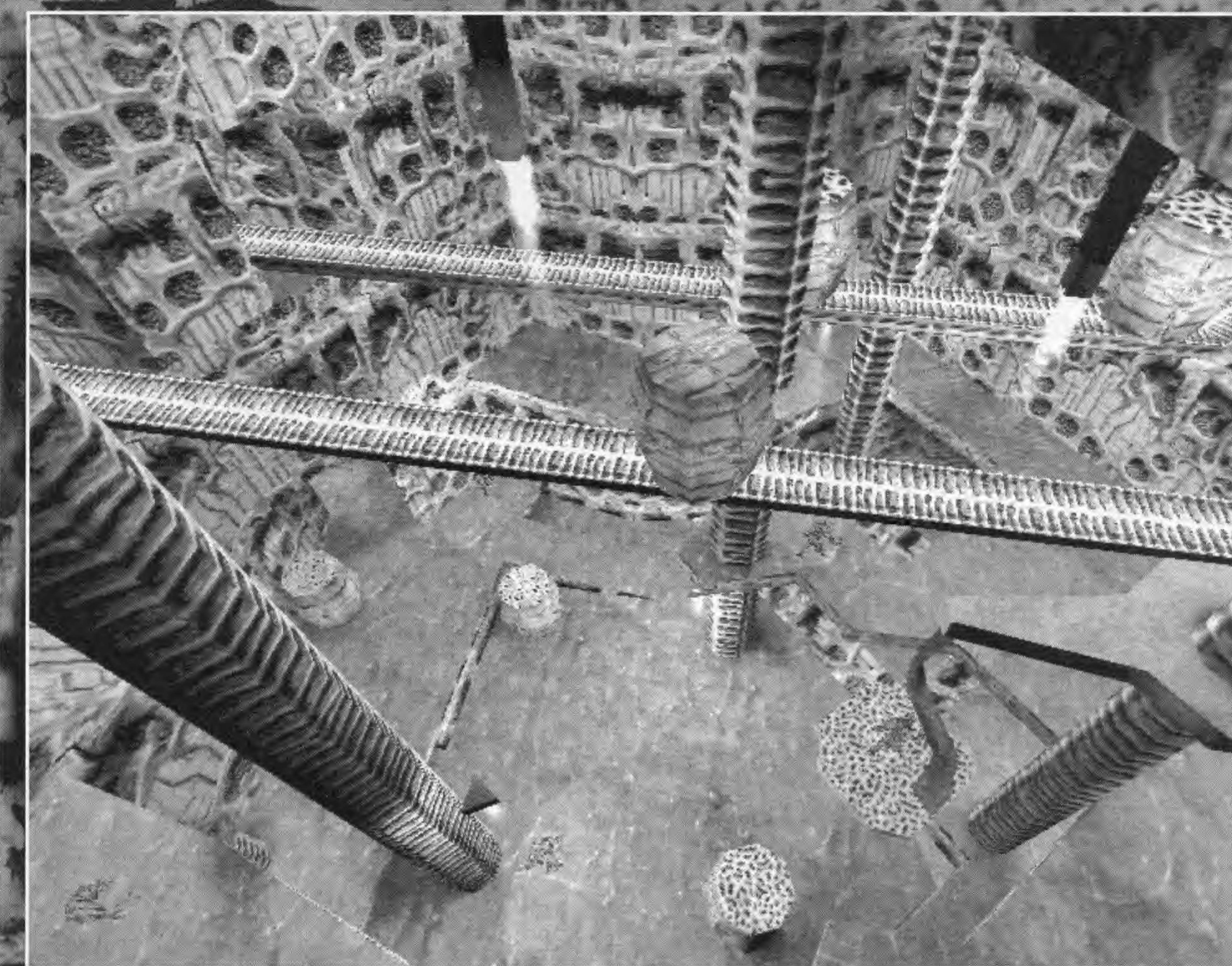


2. The tunnel leads to a massive mine chamber, where Vortigaunts move huge barrels around.



These Vortigaunts are workers, and they won't attack you—at least, not at first. Ignore them, and you won't have to fight them.

If you stick around long enough, a Xen Master might appear and fire at you. This rouses the Vortigaunts, so you'll have to kill nearby Vortigaunts if this happens.



Map 10-4. An overview of the mine.



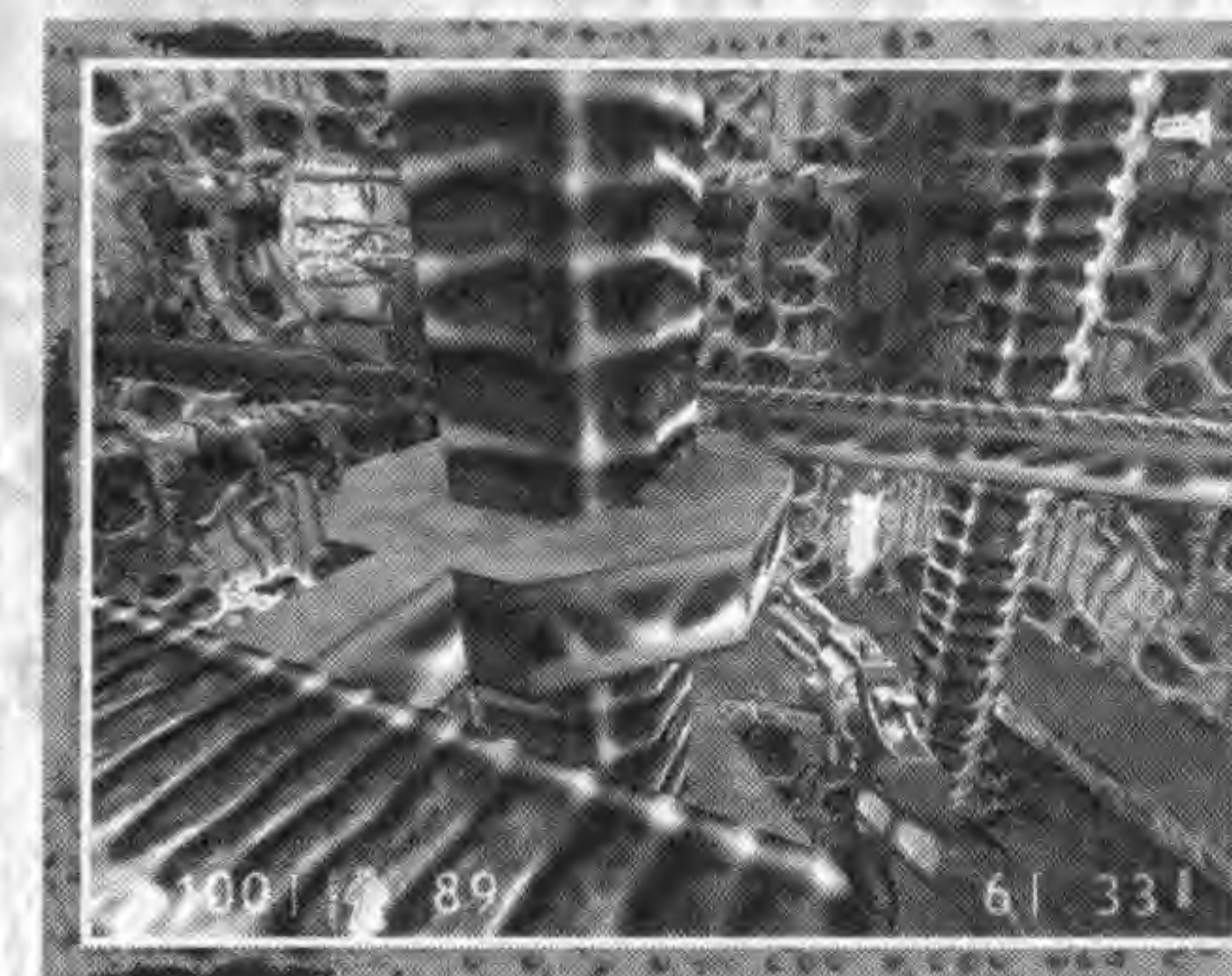
3. Explore the lower level of the mine, collecting a stray Pistol Clip and First Aid Kit. Then board a massive lift near the center of this room. Ride up to its first stop and get off.



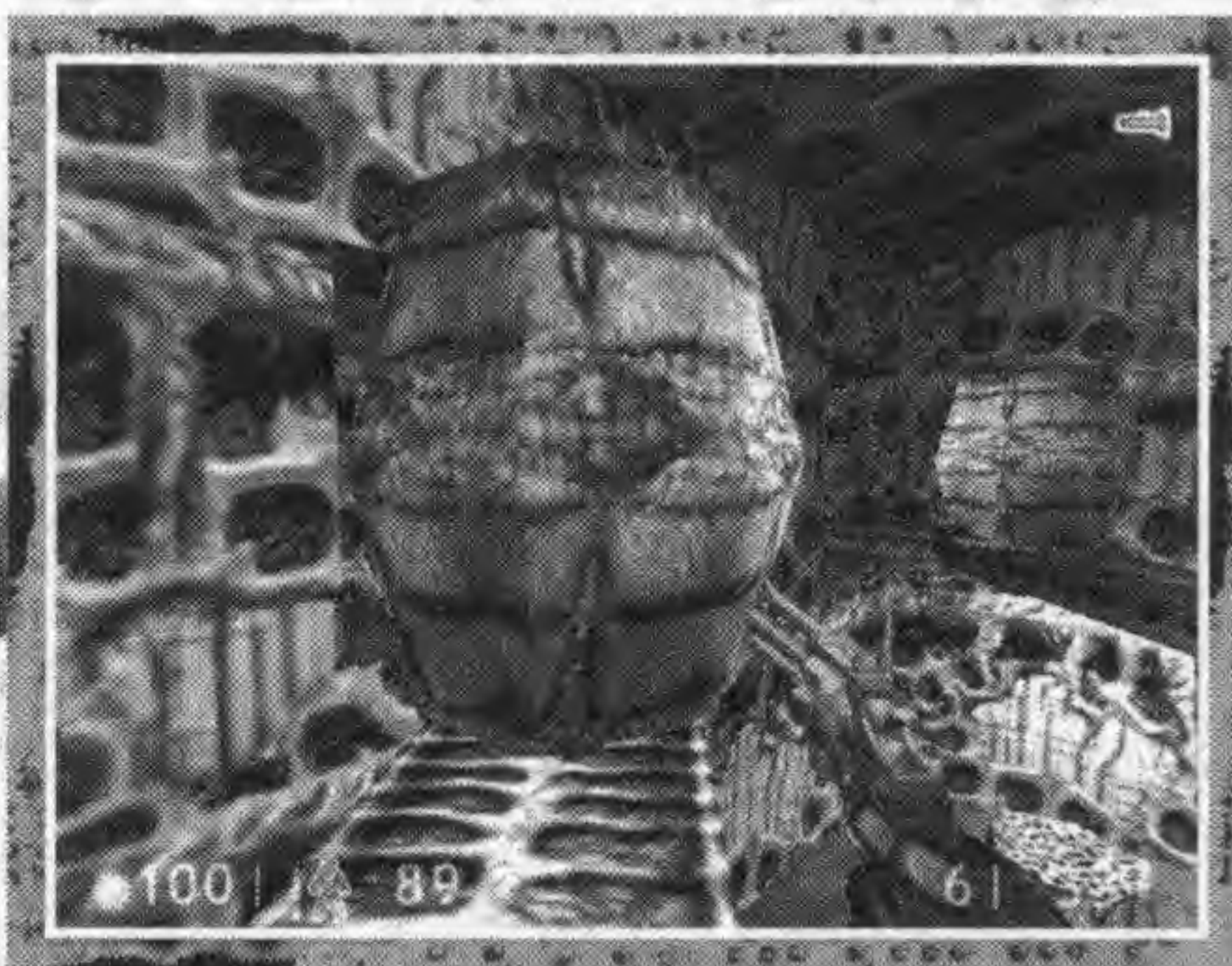
4. On this level, you find an alcove with a blue, phone-booth-like structure in it. Get inside to heal yourself.



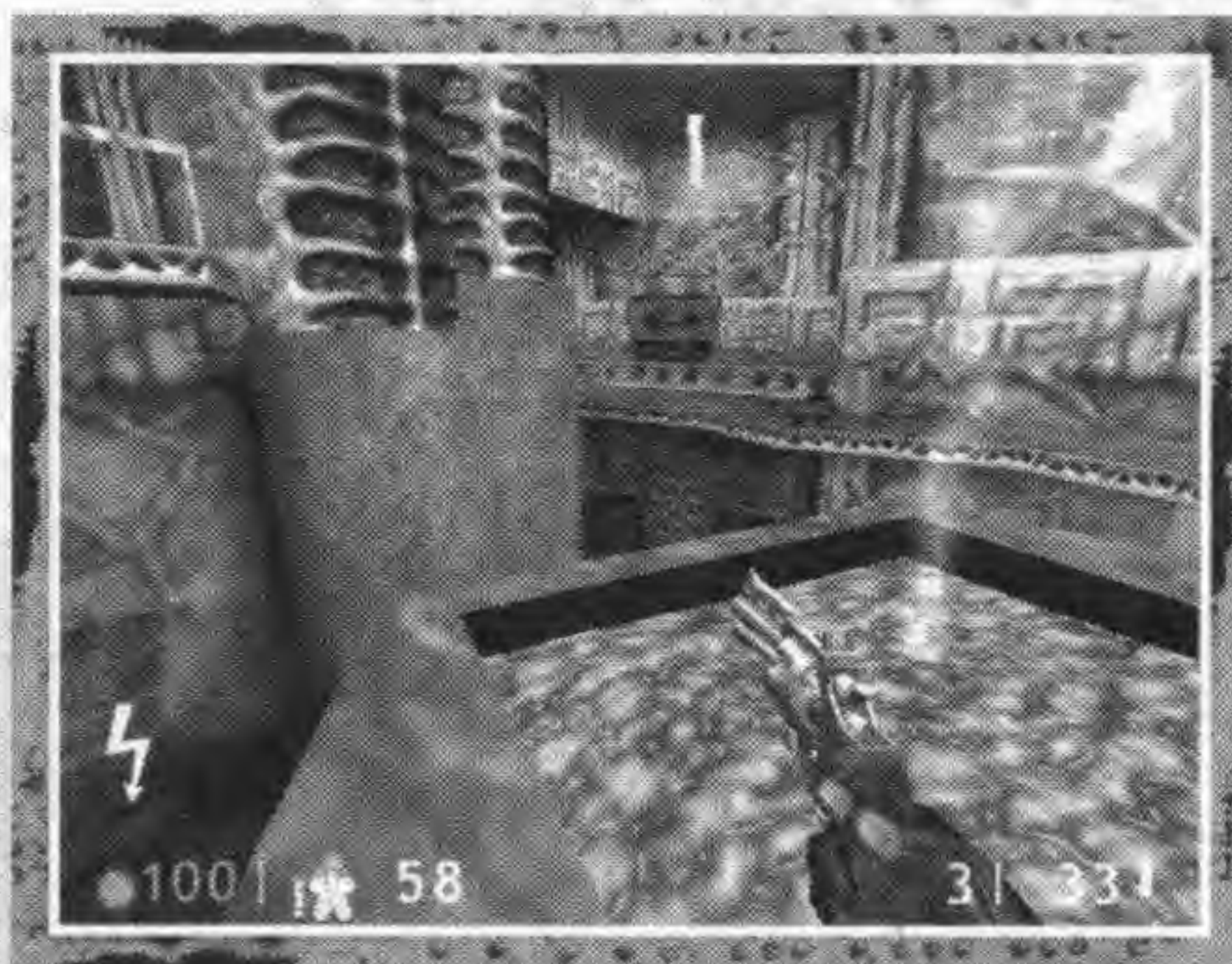
5. Return to the giant lift. You want to ascend farther, but don't get on the actual lift part. Instead, jump onto the top of the ring that supports the lift.



6. Ride this ring all the way to the top, where you see a pair of conveyor belts with barrels on them. Jump to the nearest conveyor belt. It carries you toward a central span that connects the two belts.



7. Cross the span to the other conveyor belt and let it carry you into a hole in the wall. Stand close to the nearest barrel in front of you.



8. You fall into a shallow pool of water. Immediately scramble out of the pool and drop to the floor, or the barrel behind you will fall and crush you.

Multiple Targets

There are no more docile worker Vortigaunts from this point on: They're all looking to kill you.

The Vortigaunts and Xen Masters in the next few areas are tough. Enter new areas gradually and slowly, and don't hesitate to retreat to familiar ground.



1. Kill a Vortigaunt and a Xen Master hovering nearby, and then investigate the floor. You find an alcove that leads to a ledge overlooking a big chasm, with a blue healing cubicle nearby.



You'll also find an alcove with two Batteries, if you look diligently.



2. Near the spot where you fell into the water, you find a small lift that takes you up a floor.



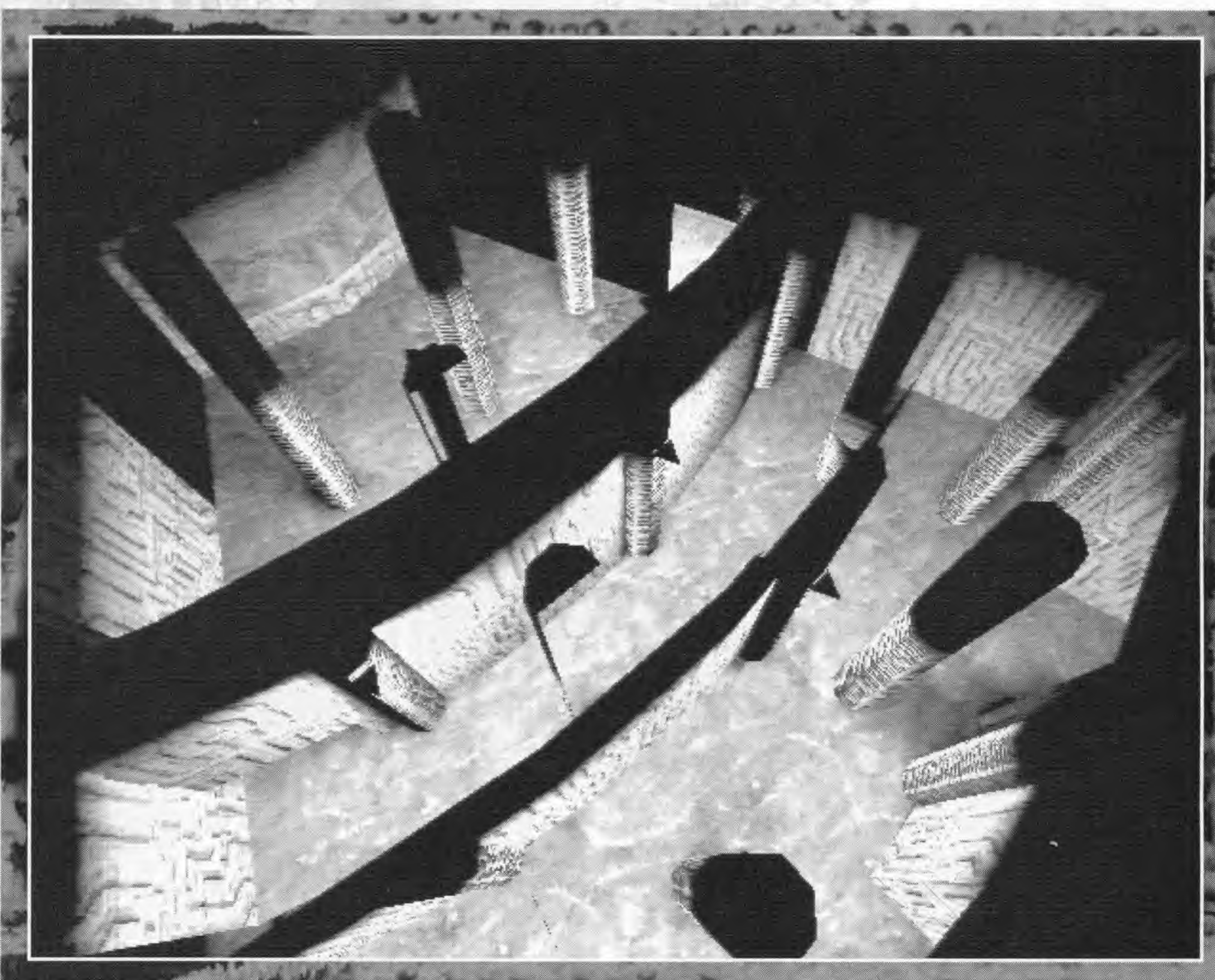
3. Walk along the conveyor belt into a new area. Several Xen Masters and Vortigaunts attack from the new area; stay back and only proceed when the coast is clear.



4. Follow a balcony to a spot where a huge, piston-like column rises and falls from a hole in the floor. Ride up on this column.



5. Upstairs is a balcony. Both ends terminate in a long hallway filled with barrels, but one end is blocked. Take the unblocked path, and kill several Vortigaunts and a Xen Master in a hallway.

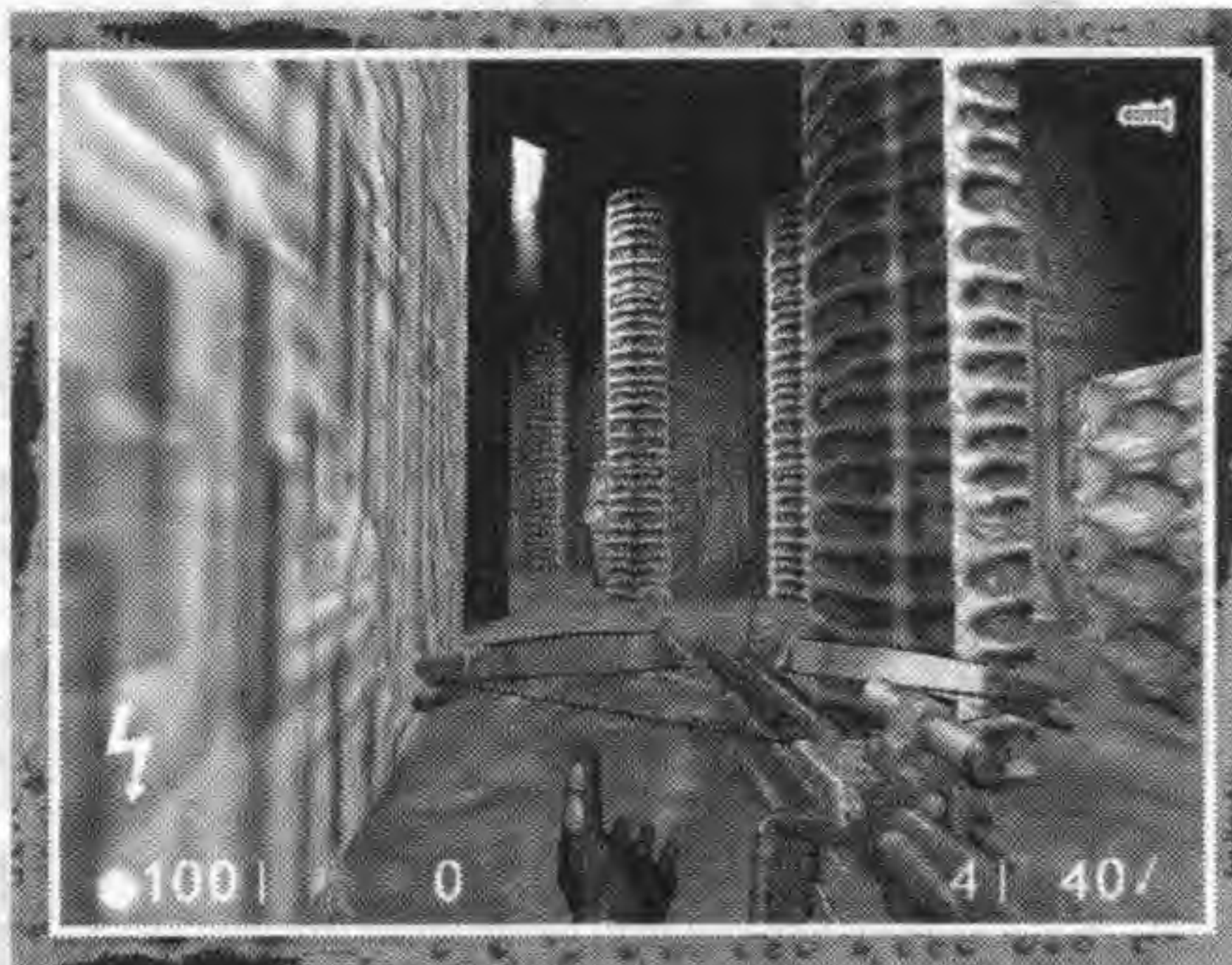


Map 10-5. Dark hallways; the room with the healing chamber lies in the upper left.

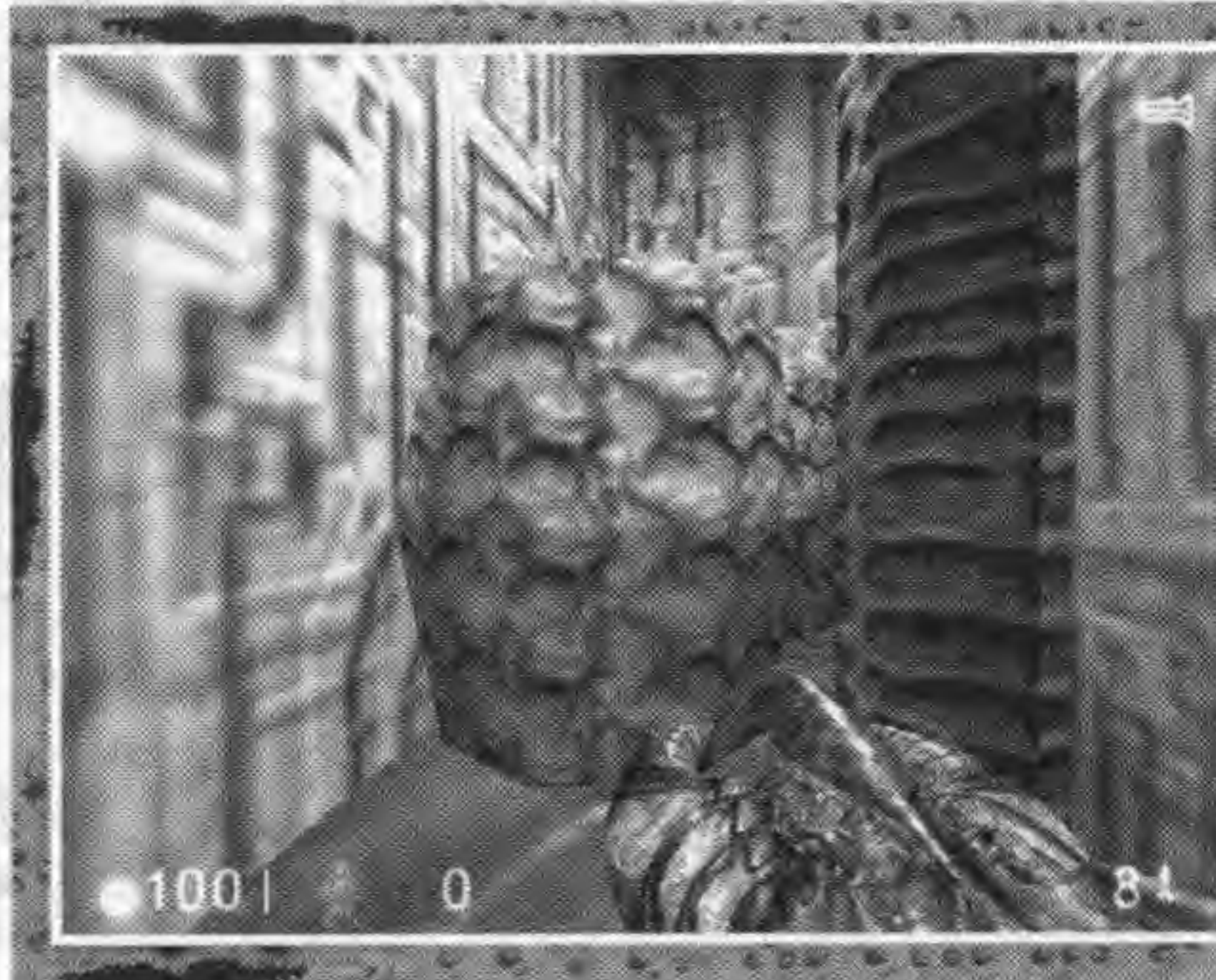


Use extreme caution not to break any barrels in here. These barrels contain Alien Grunts! Breaking them just exposes you to unnecessary combat.

From here on out, be very careful around these large barrels. Try not to fire weapons at them, and try not to let your enemies break them, either.



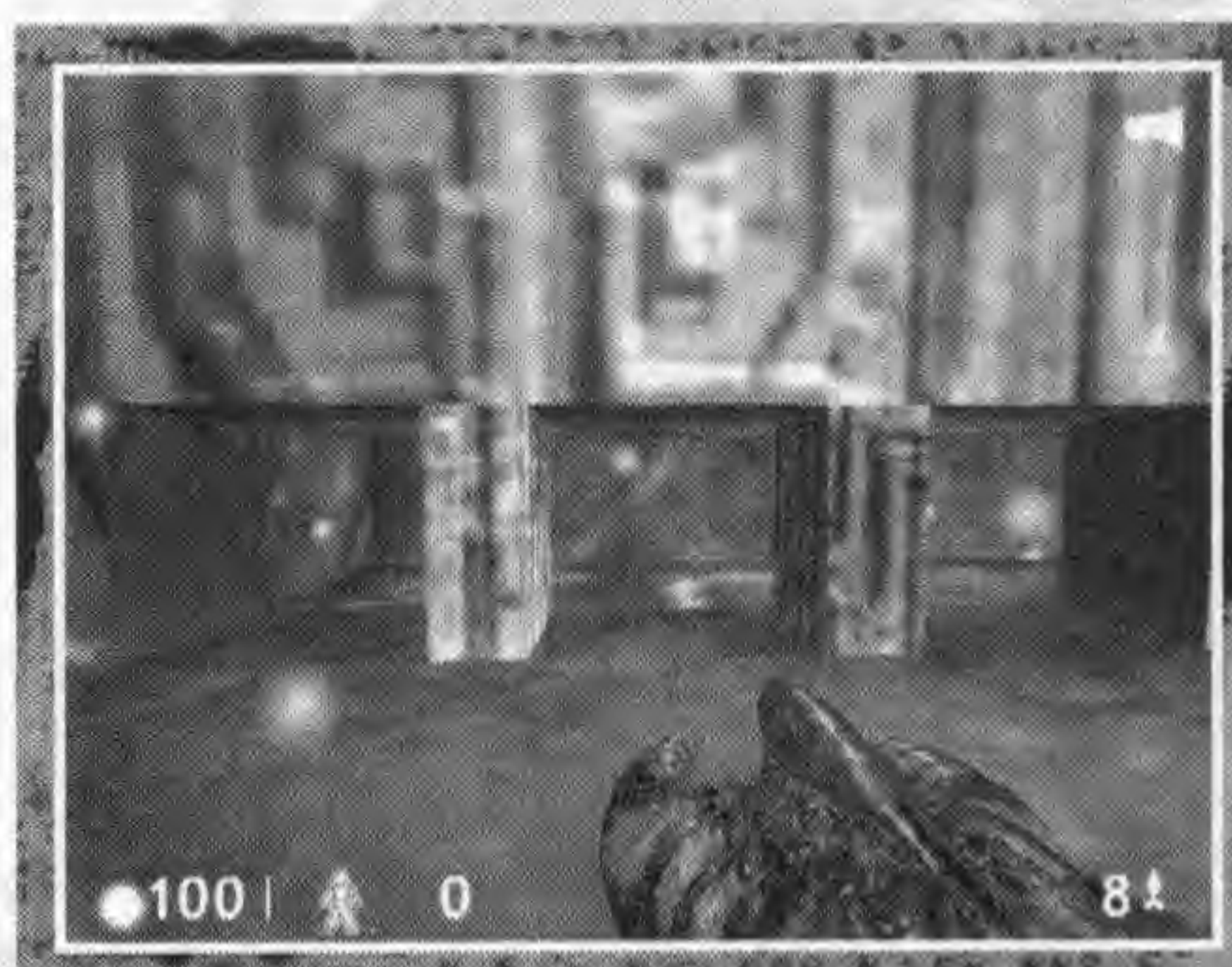
6. Walk down the hallway. Several Vortigaunts hide in nooks and crannies, and Xen Masters fly overhead. Kill them as you go.



7. After turning a corner, you reach a spot where you can crouch-jump over a barrel to proceed. Do so, quickly kill the Alien Grunt inside, and enter a new room.



8. It contains several Xen Masters and Vortigaunts. Kill them, and heal yourself at the blue healing station.



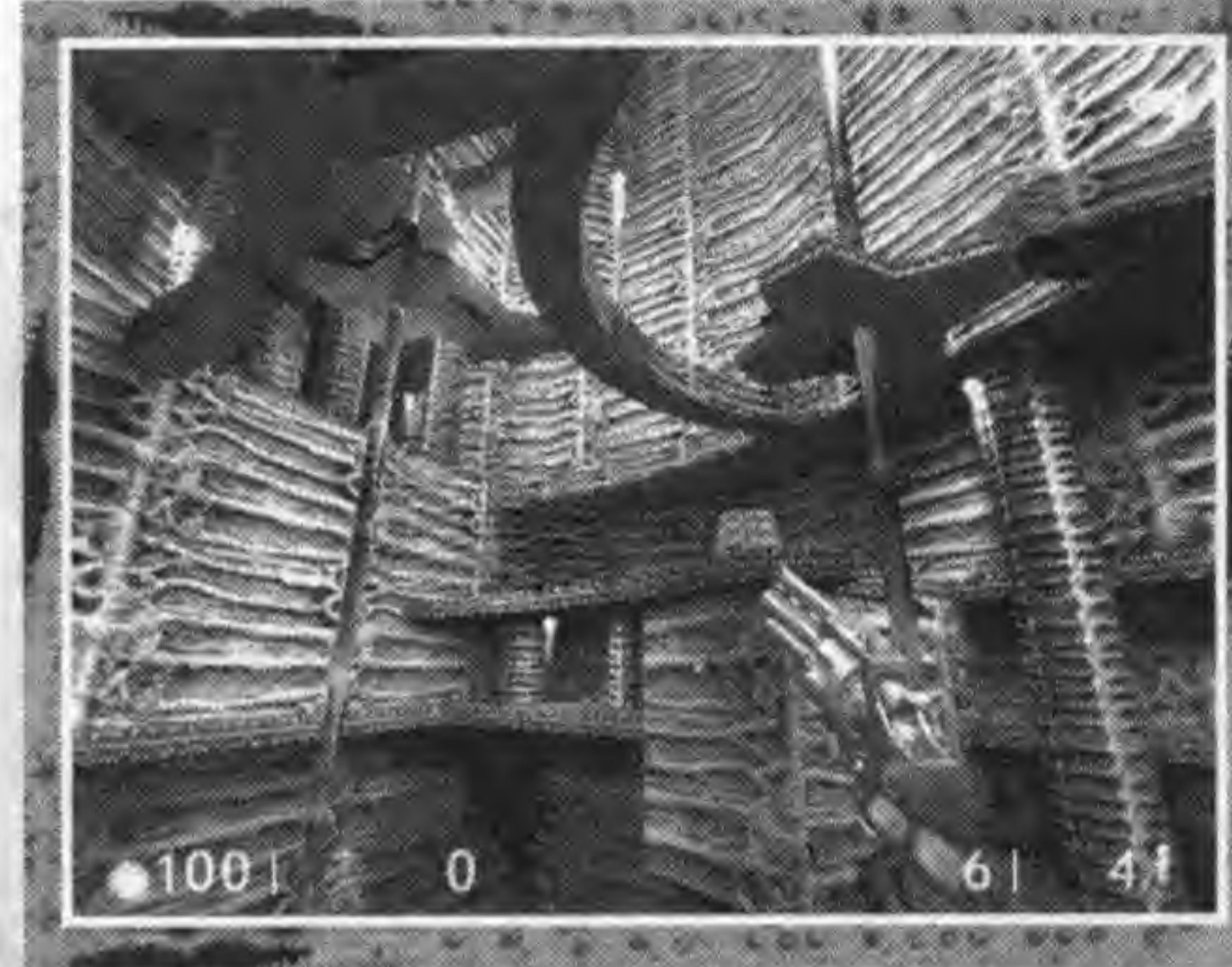
9. Locate three reddish ducts near floor level. Enter one and follow the tunnel.



10. The tunnel ends in a shaft with horizontal bars shot through it. Drop down this shaft from bar to bar. Follow the tunnel at the bottom.

Ascent

You're almost through with Interloper. Continue to be patient and look for enemies before entering new territory, and you have a good chance of making it.



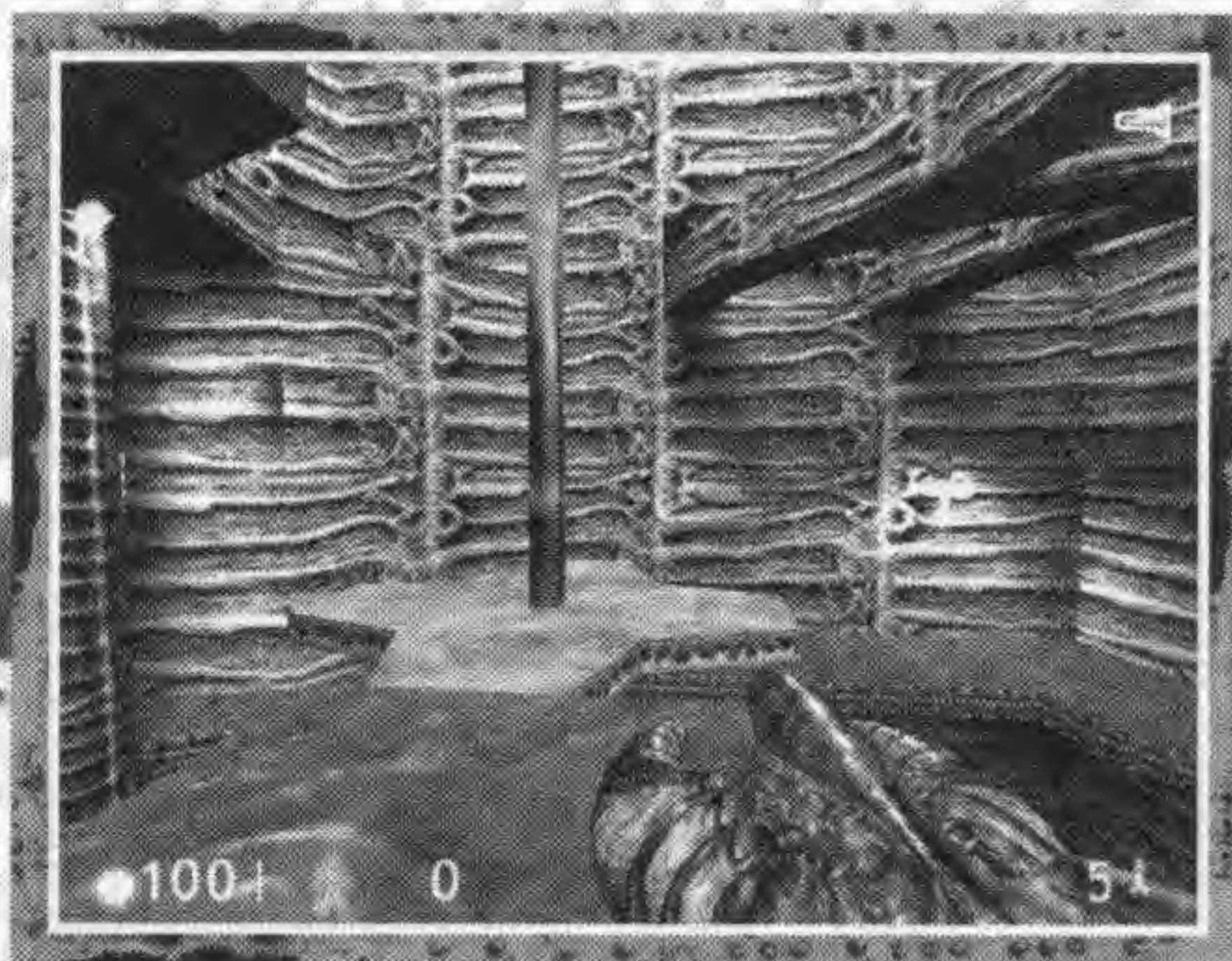
1. Eventually you find two holes in the floor. Equip a potent weapon (like the .357 Magnum), and drop through either hole. You drop to a ledge overlooking a huge abyss. Xen Masters float overhead, and Vortigaunts walk on ledges above.



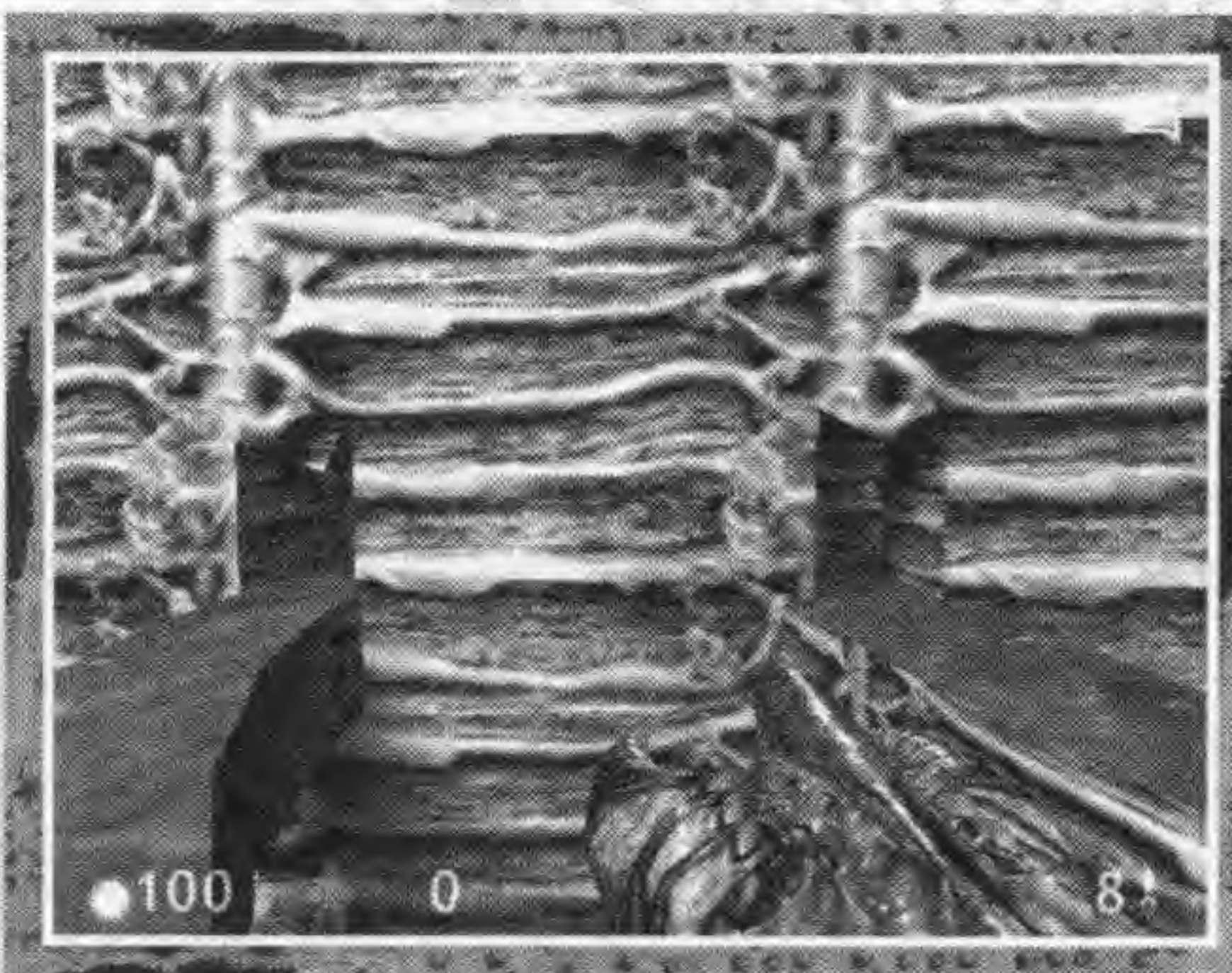
Map 10-6. Overhead view of the massive cavern.



2. Do your best to avoid fire as you fight. You can move to the right and hide in a corner, if you'd like; this cuts down on the number of enemies that can see you.



3. When all visible enemies are dead, follow the ledge to a short ramp up. Take the ramp and kill more Vortigaunts. You find a blue healing chamber on this level, and a disc-shaped lift mounted on a pole. Get on the disc and ascend.

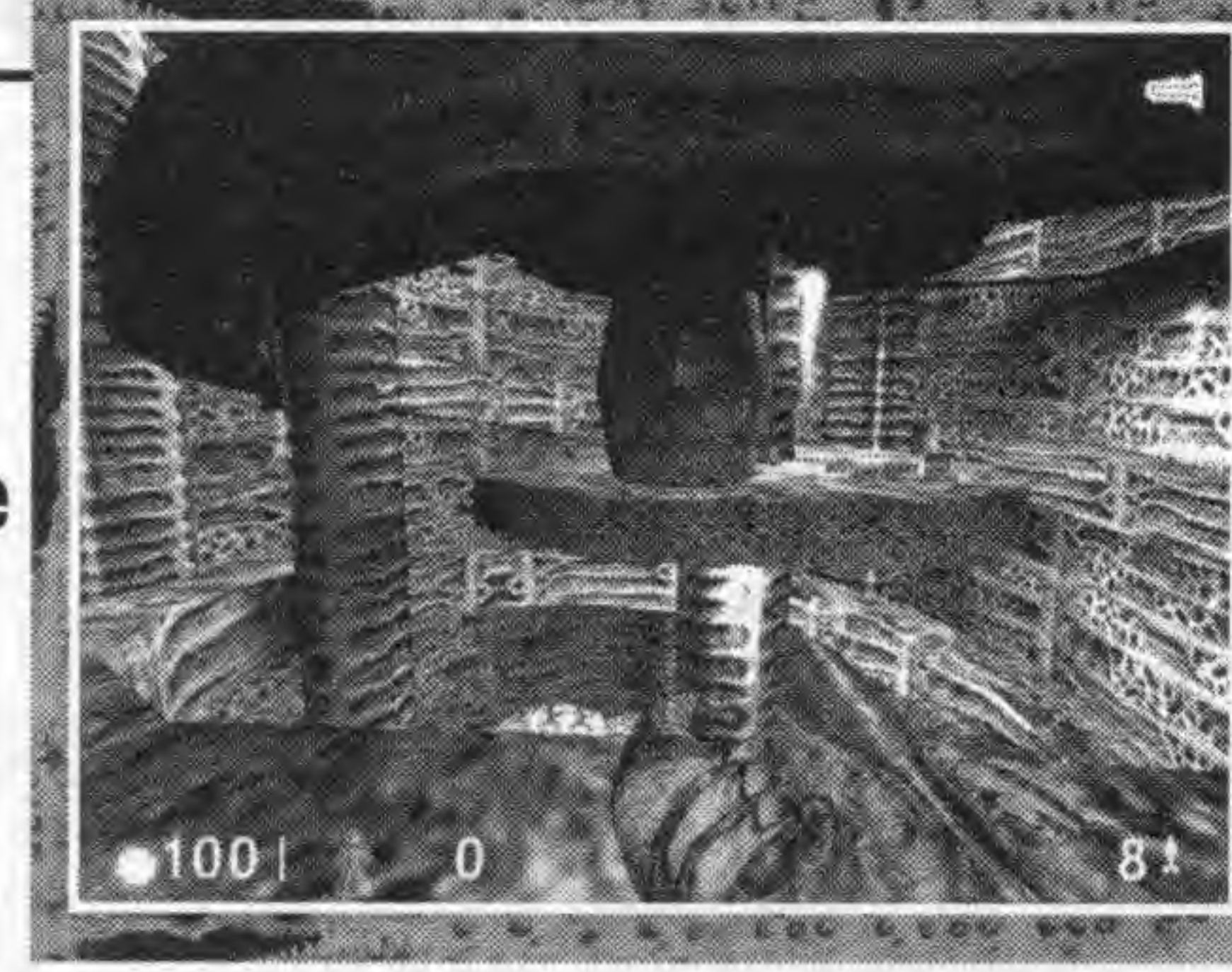


4. Upstairs, get off the lift and kill more Vortigaunts and Xen Masters. Then look for a spot where two sections of balcony enter the wall.

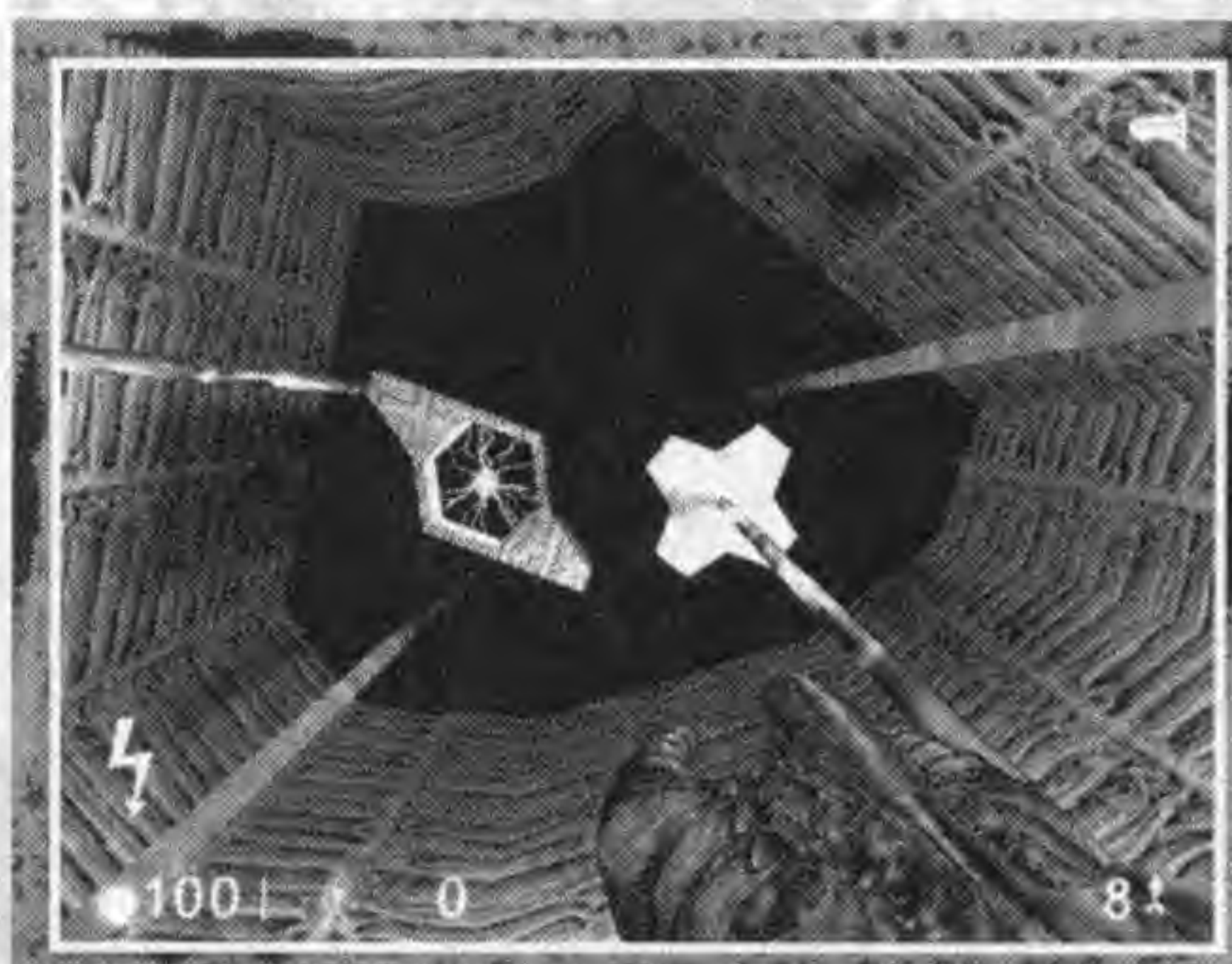


If you go through either hole in the wall, you enter a tall chamber with spiraling ledges. You can follow these ledges up or down to platforms that contain ammo, First Aid Kits, and a couple of Batteries. You face Vortigaunts and a Xen Master if you go all the way to the top.

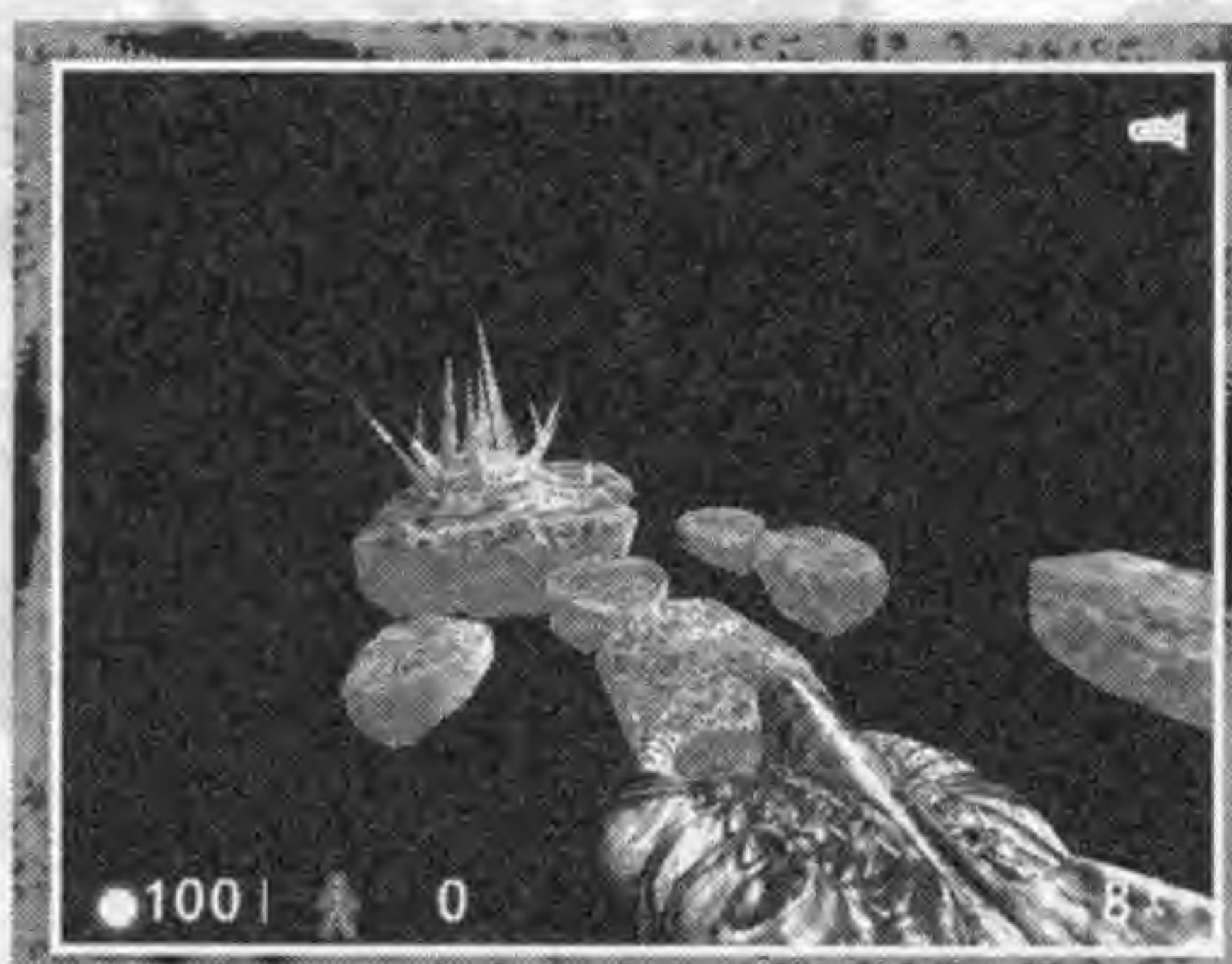
The gear in this area is useful but not necessary; it's up to you whether to enter. Return to the main area described in steps 1 through 4 when you're done in here.



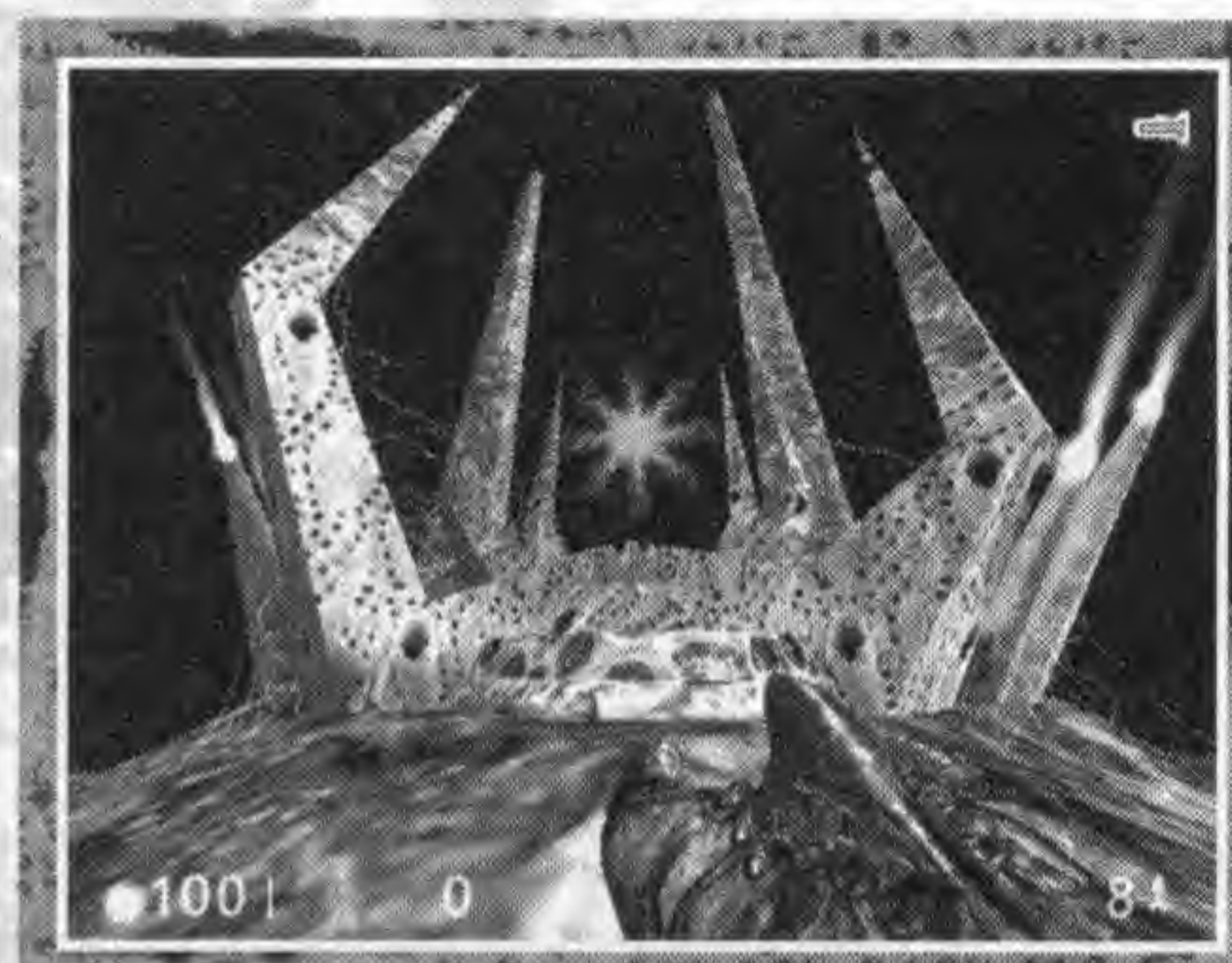
5. Take another pole-mounted lift up to another set of ledges. Kill more Xen Masters and Vortigaunts. Follow the ledge to a room and enter a blue healing chamber.



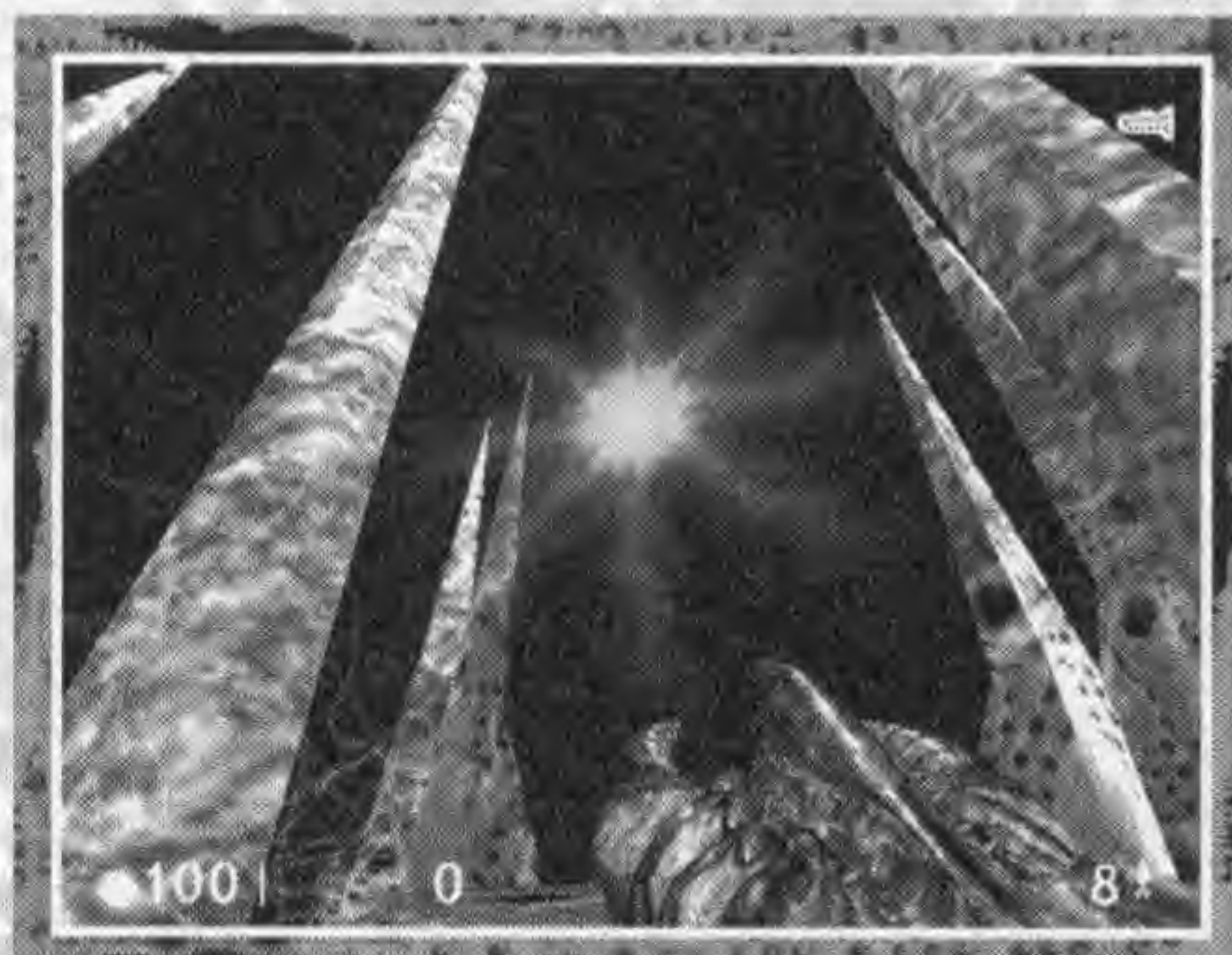
6. When you're fully healed, take a final pole-mounted lift to the top of this massive cavern. Jump off into the glowing green teleporter.



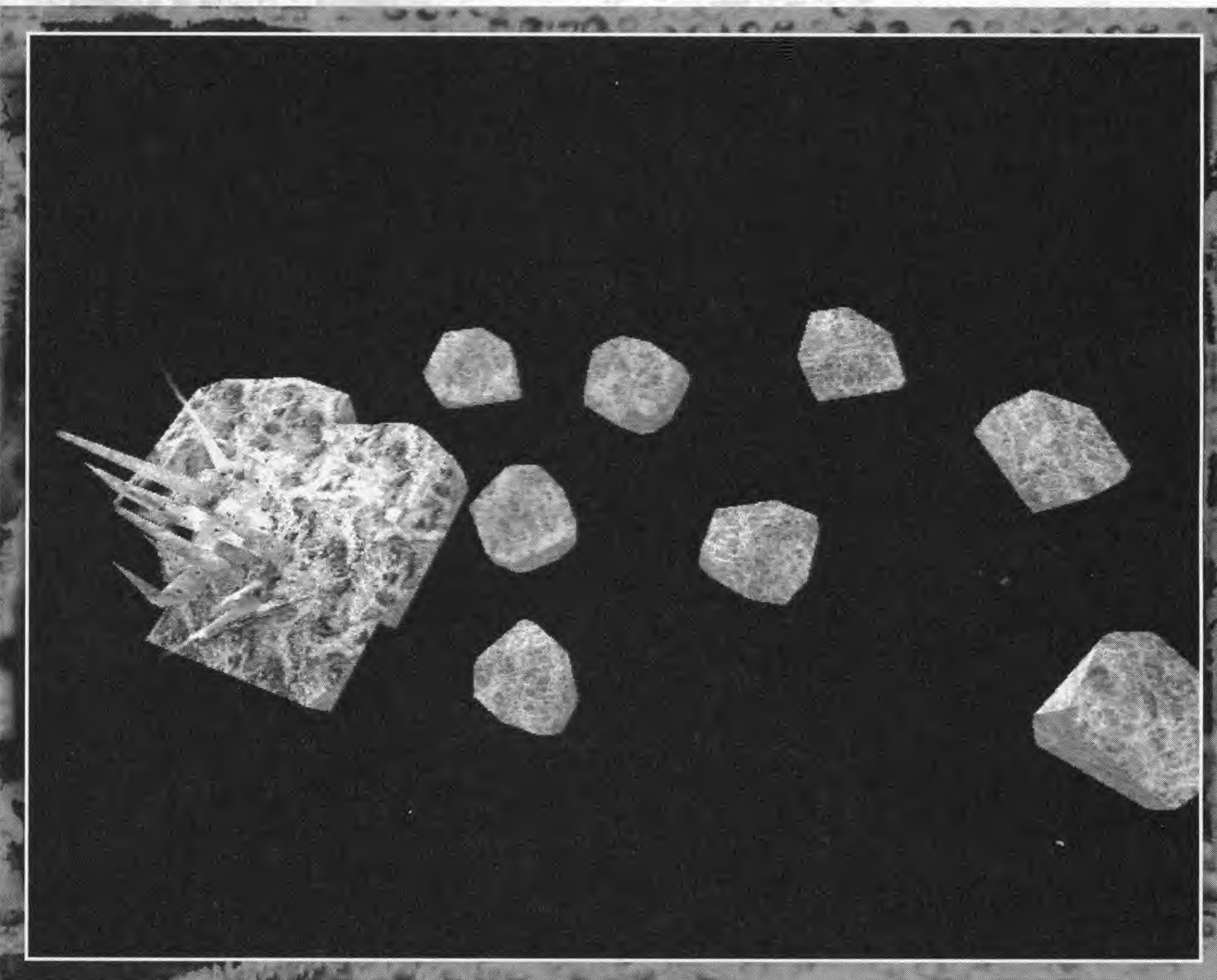
7. The teleporter deposits you in a bizarre landscape of floating rocks, with a gnarled, evil-looking structure in the distance.



8. Jump from floating rock to floating rock to the evil-looking red structure. Jump to the rock supporting it.



9. Jump into the glowing red teleporter at the center of the structure. You're whisked away for a final showdown with the Nihilanth.



Map 10-7. The strange place you teleport to.

Nihilanth

This entire level is one big fight with the Nihilanth, so numbered steps won't help much. It's hard to follow steps when you're under fire.

Most of this level's walkthrough simply explains what you'll face and how to stay alive. Read it all before moving on to the numbered steps that end the chapter.

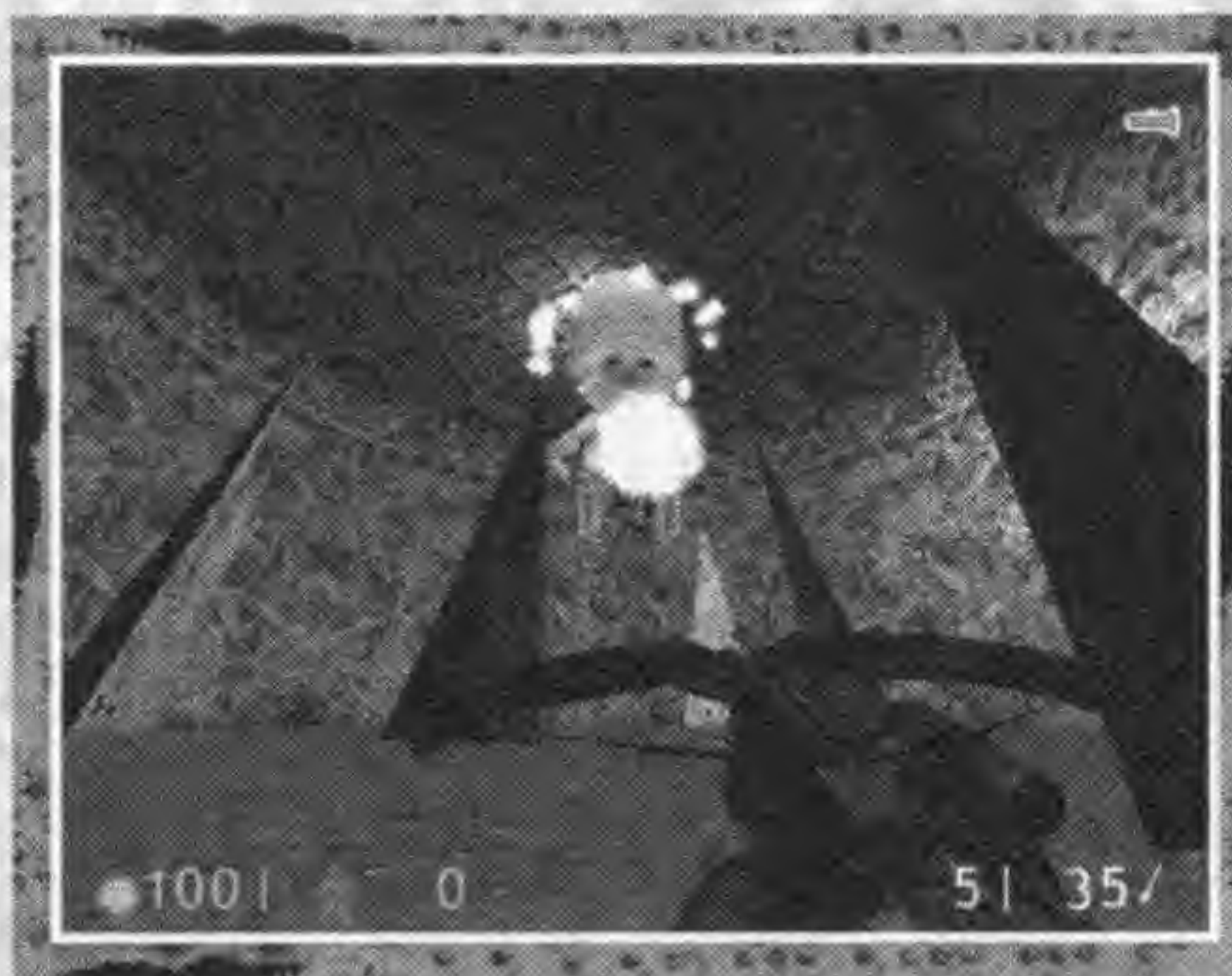
About the Nihilanth



The Nihilanth is a giant, floating being. You can't kill it with normal weapons—at least, not right away. Instead, killing the Nihilanth is a multi-step process, covered later.



The Nihilanth has two attacks. The first is a series of glowing spheres it hurls at you. These globes deal serious damage. You can avoid them by strafing quickly. You can also avoid them if you hide behind one of the big spikes rising up at the edges.

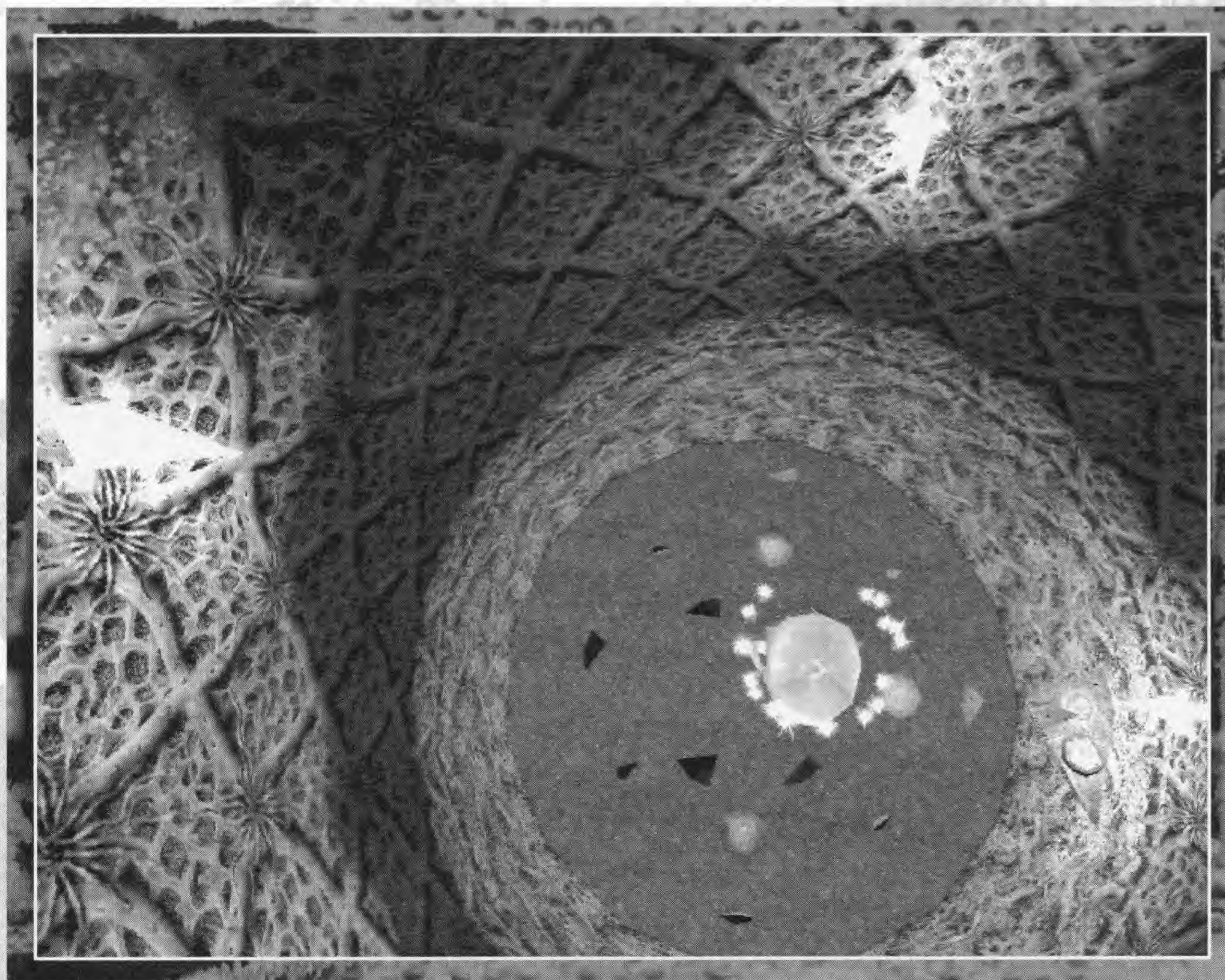


The Nihilanth's second attack is a huge, glowing green sphere that homes in on you. This sphere teleports you into one of three special areas, which are covered later.



Like the damaging globes, the teleportation sphere is neutralized if it hits a spike. Unlike the globes, the teleportation sphere tracks you so well that strafing won't help you escape it. If you don't want to teleport, hide behind spikes.

About the Arena



Map 10-8. The Combat Arena. Note the Nihilanth and the three yellow spikes.



The arena is covered in ankle-deep water. You can't take falling damage by landing in it, no matter how far you fall.



Two rows of spikes rise from the water. The outer row (closest to the arena walls) is the most useful. Hide behind them to avoid all the Nihilanth's attacks. (You'll spend a lot of time doing this.)



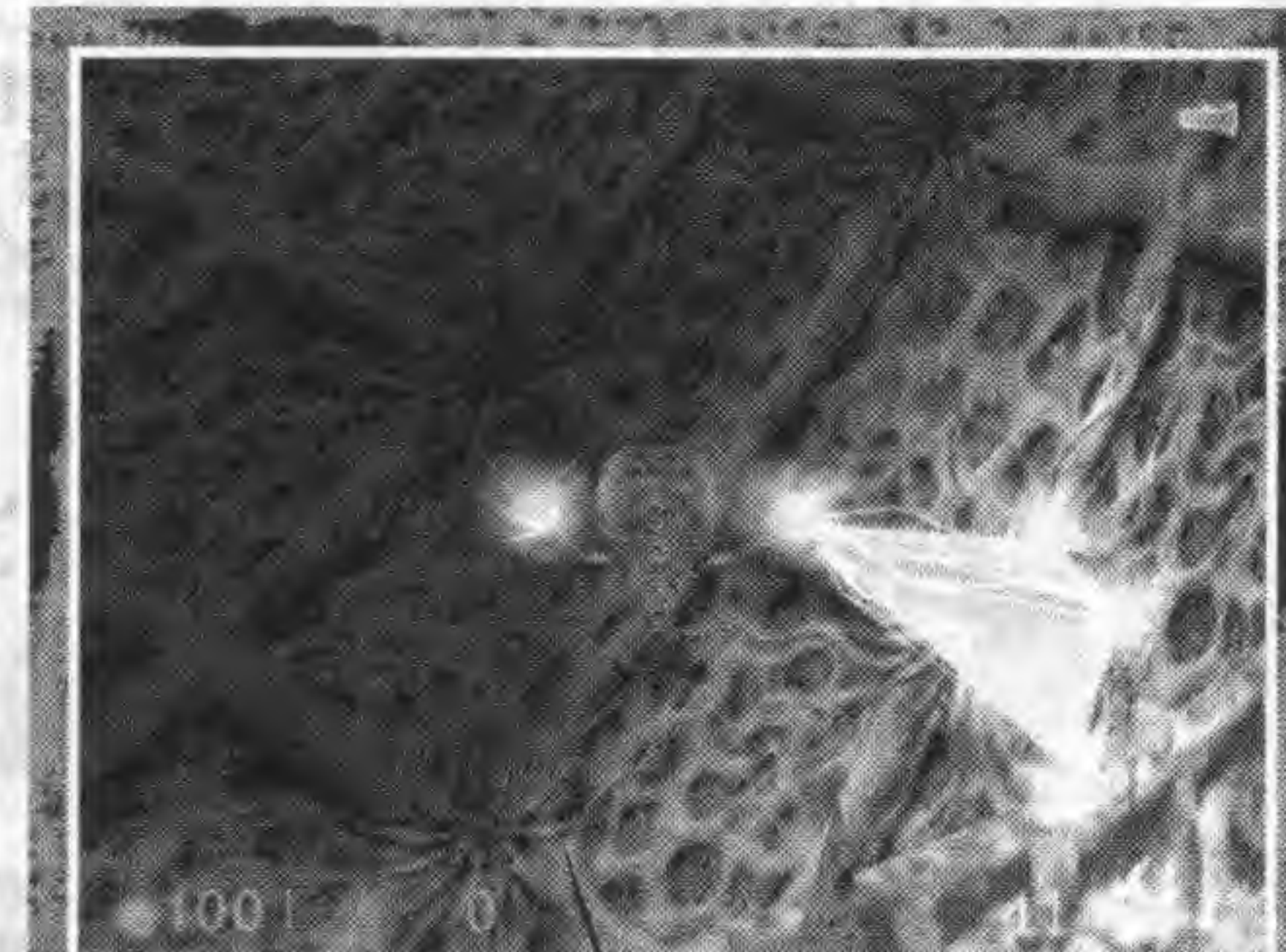
There are two ledges high up on the walls of the arena. Each holds a bit of ammo, a healing pool, and a trampoline. The only way to reach the ledges is to jump on one of three trampolines dotting the arena floor. Each trampoline throws you to a different height. Two of these trampolines lie more or less beneath the two ledges.



The most powerful trampoline is the one beneath the higher of the two ledges.



Three brightly lit yellow spikes stick out of the walls high above. These are important to the Nihilanth (details follow).



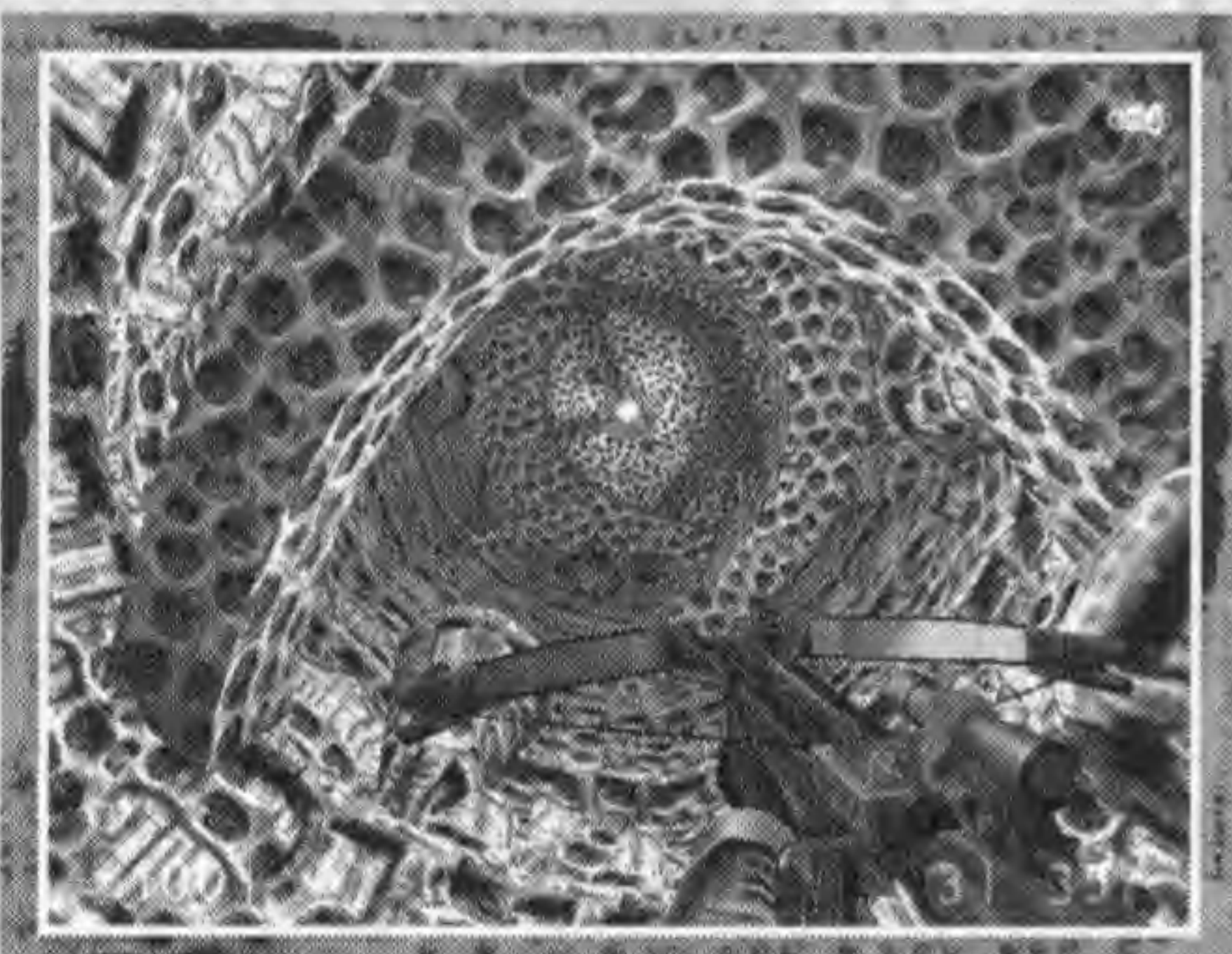
Finally, Vortigaunts and Xen Masters appear in the arena and harass you. They are teleported there when the green ball doesn't hit you to teleport you out of there. They will continue teleporting in there until you have the Nihilanth weakened down to the point that he no longer throws the green teleport spheres at you.

The Special Areas

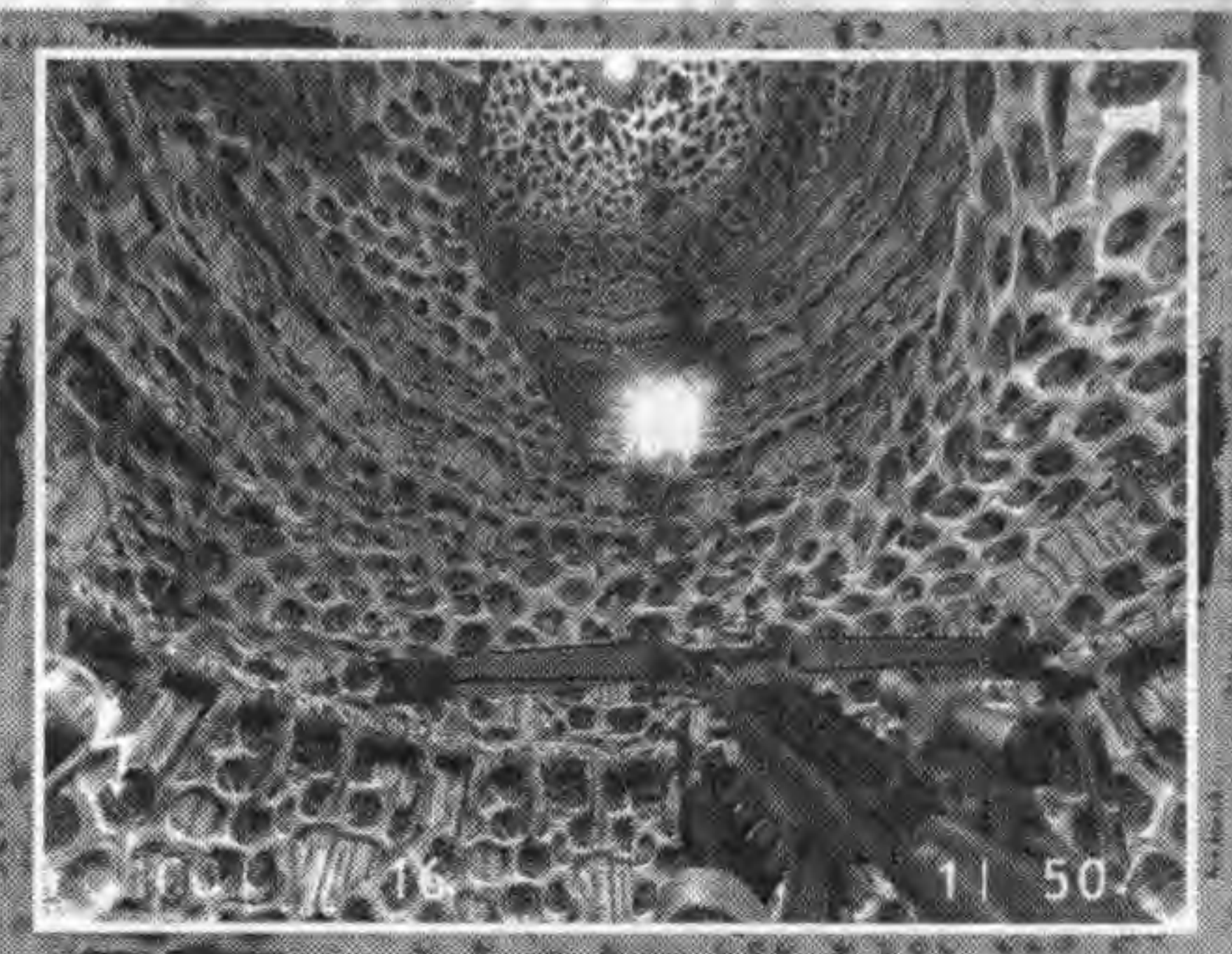
The Nihilanth's teleportation attack sends you to one of three special areas. The first time, you teleport to Area 1, the second, to Area 2, and the third time, to Area 3. Every time after that you go to Area 3 again, but a Gargantua will be lumbering around in there, just to make things more difficult.

Teleporting to these special areas isn't necessarily a bad thing. It can be annoying if you don't want to go, but it gives you the opportunity to heal yourself and get more ammo. Here's a look at all three.

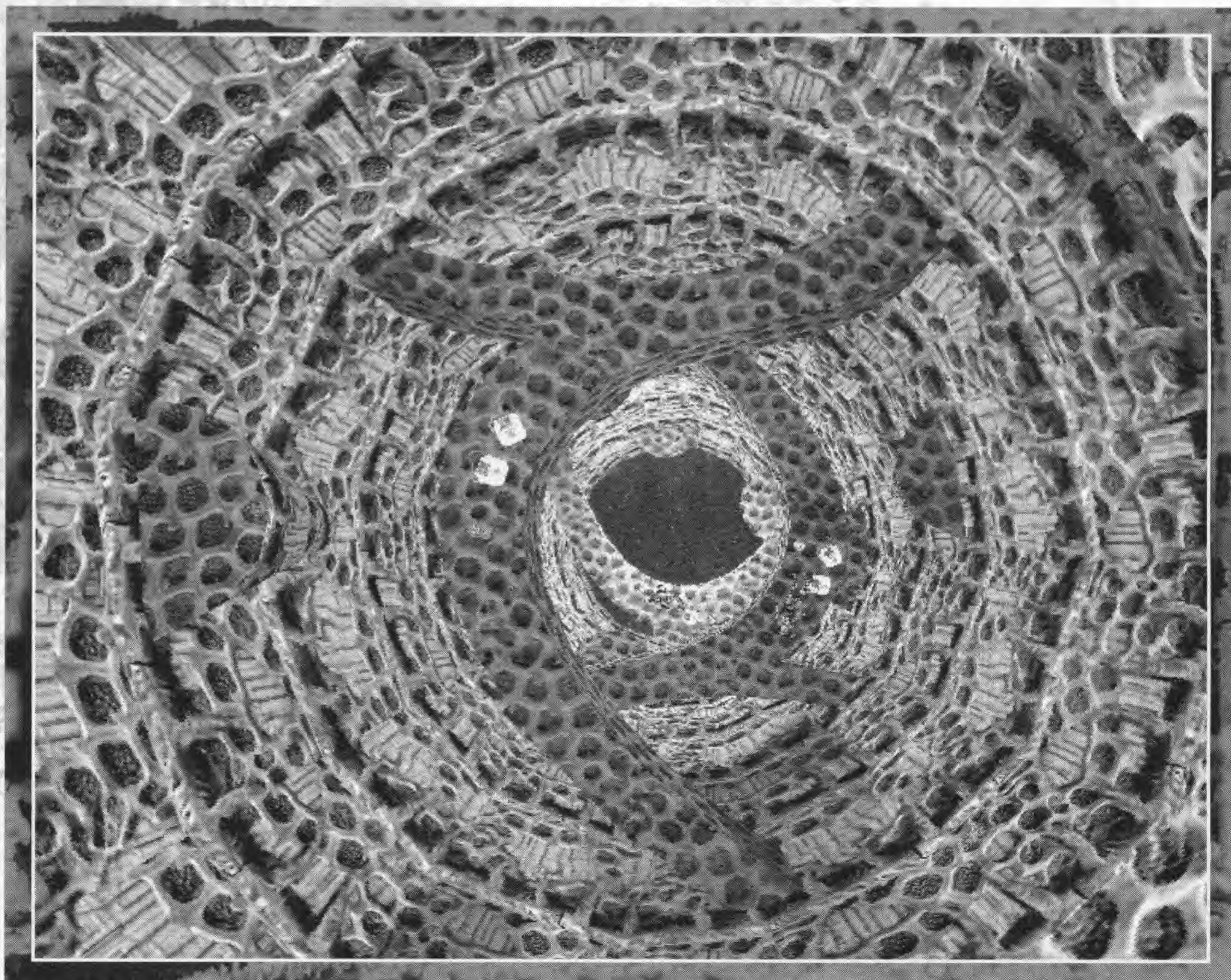
Special Area 1



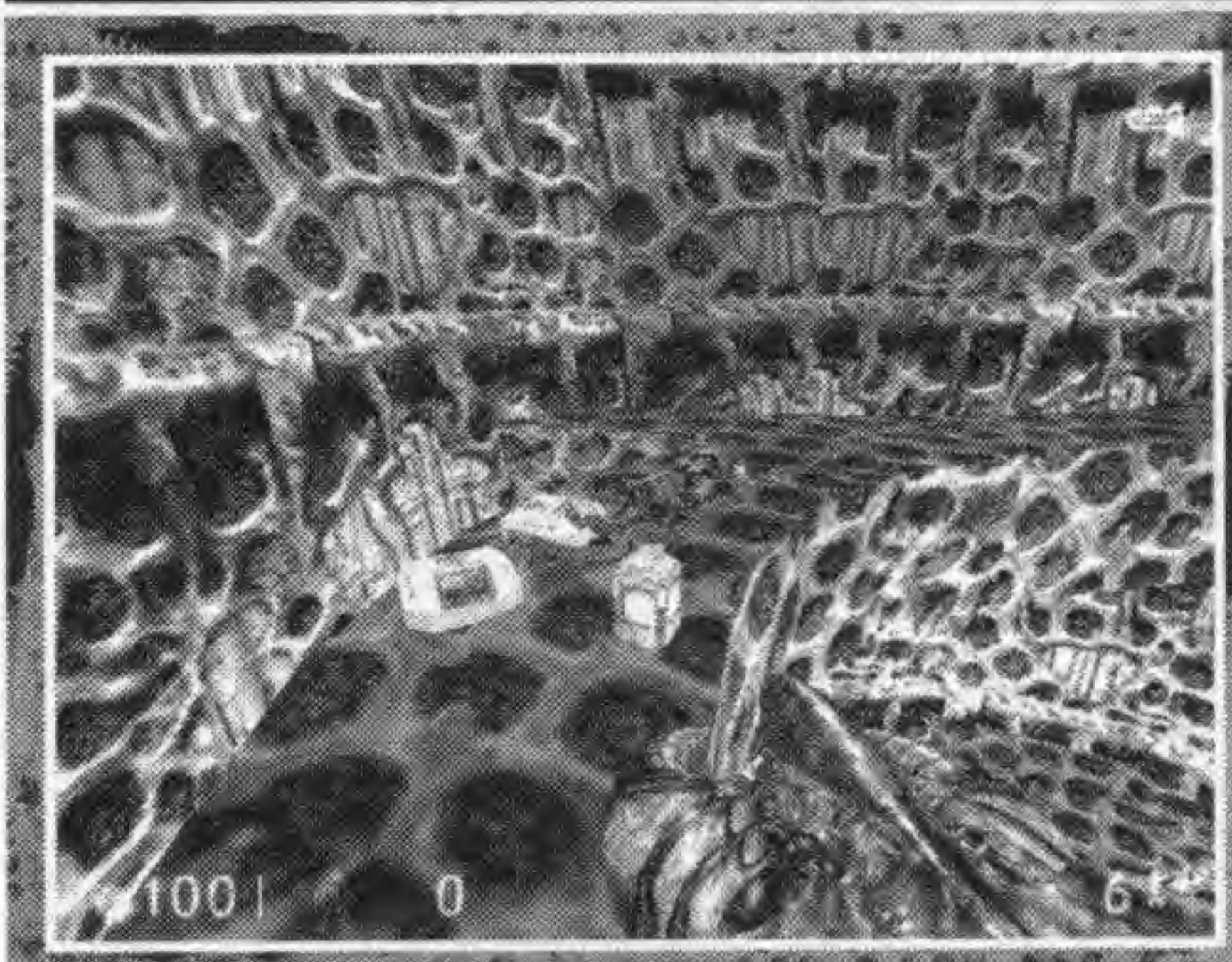
The first special area is a tall, vertical shaft with a bizarre color scheme. You drop to the bottom and must jump and climb all the way back to the top to return to the Combat Arena.



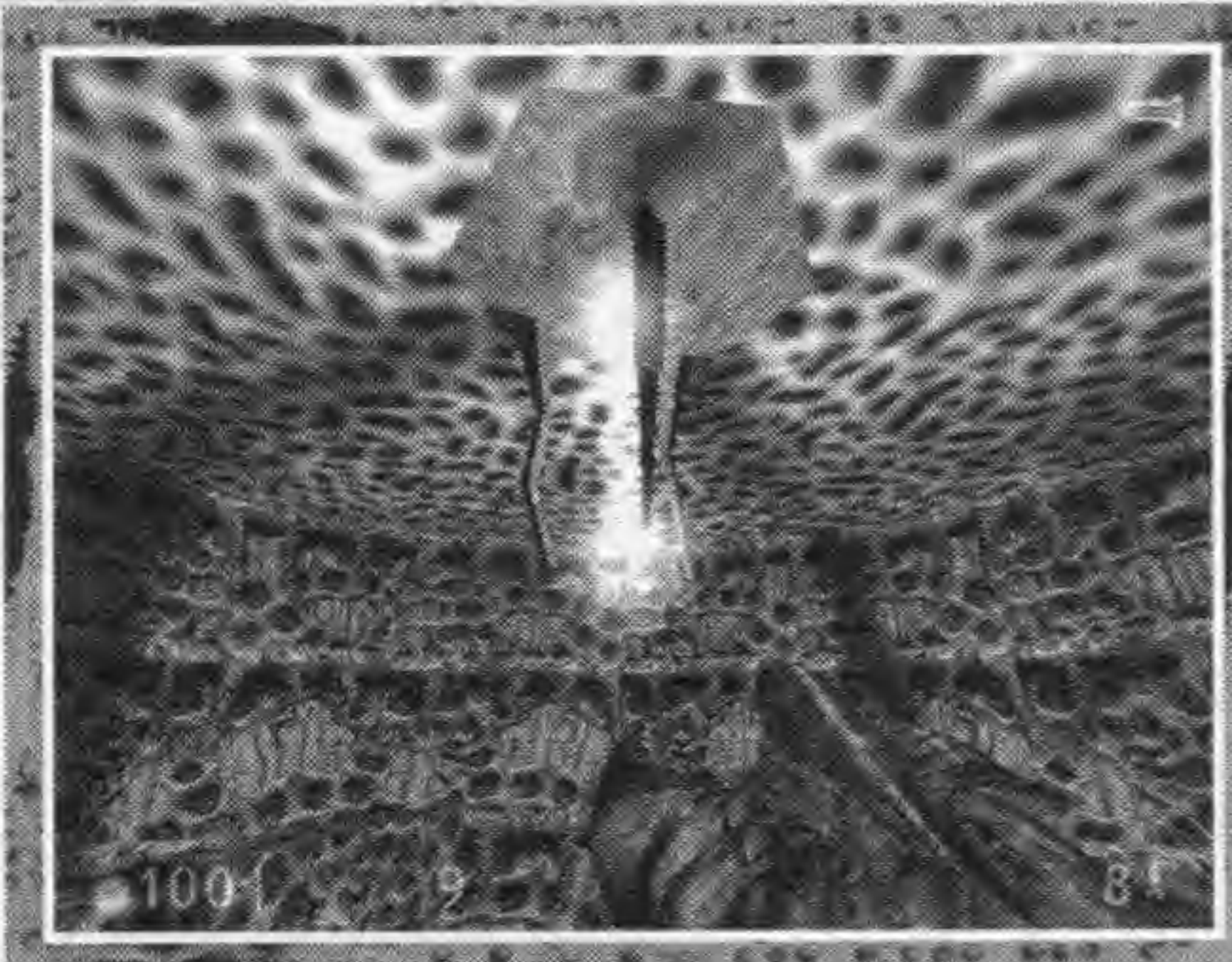
Several Xen Masters harass you as you climb, but if you kill them quickly, they pose no major difficulties.



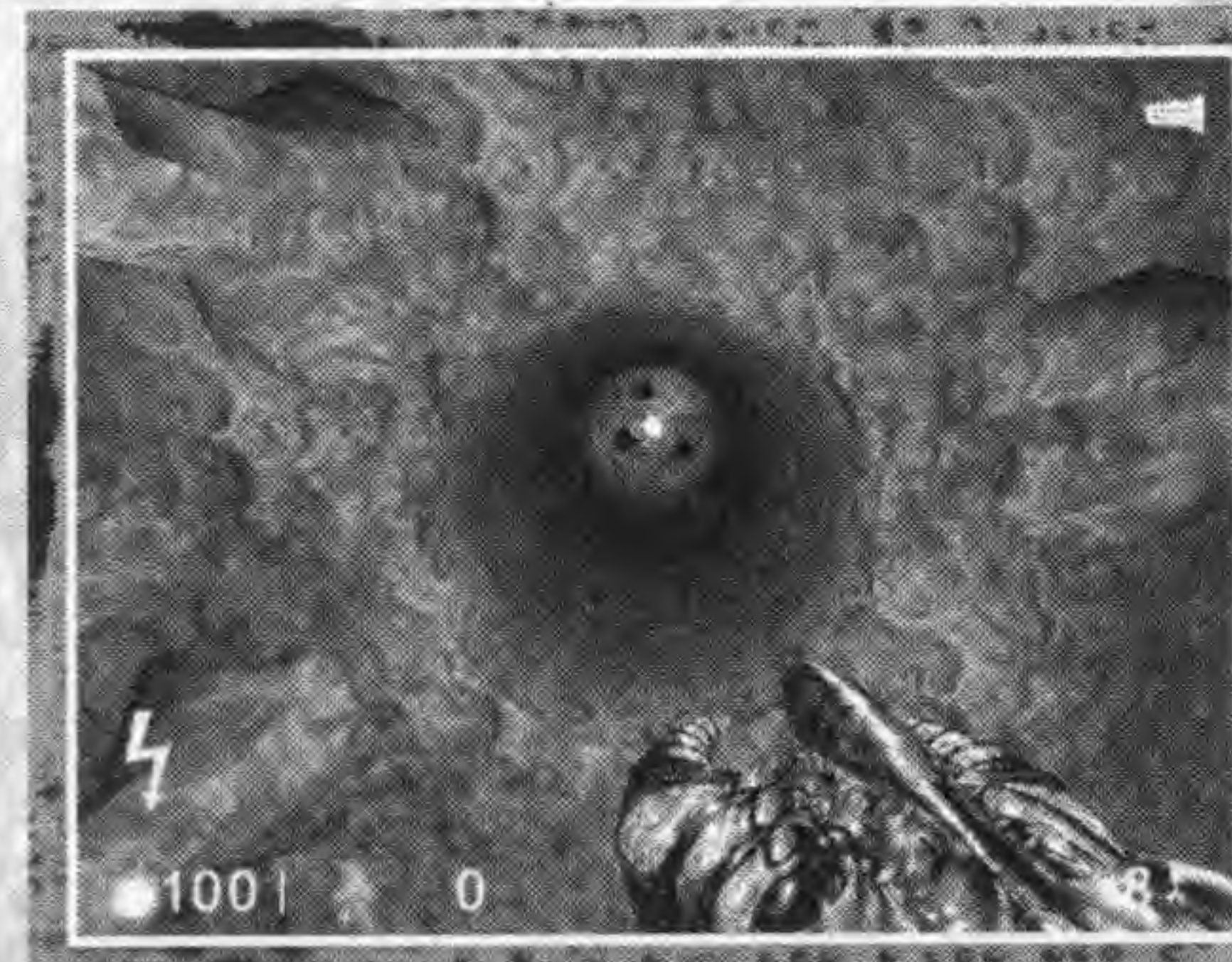
Map 10-9. Special Area 1. Note the dizzying wall patterns.



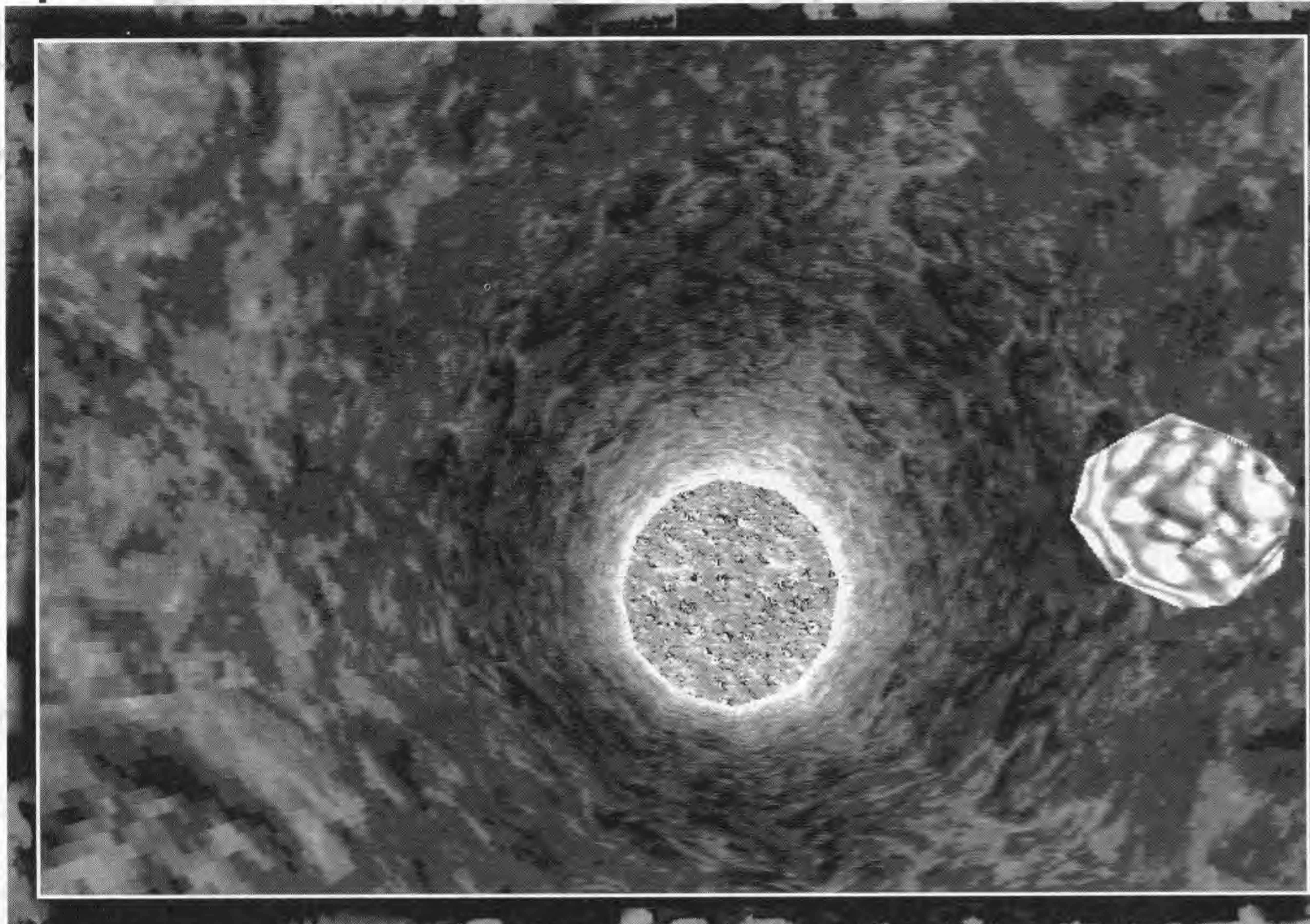
You find ammo, Batteries, and First Aid Kits scattered on the ledges. Collect them as you ascend.



From the top of the shaft, jump into a glowing green teleporter to return to the Combat Arena.

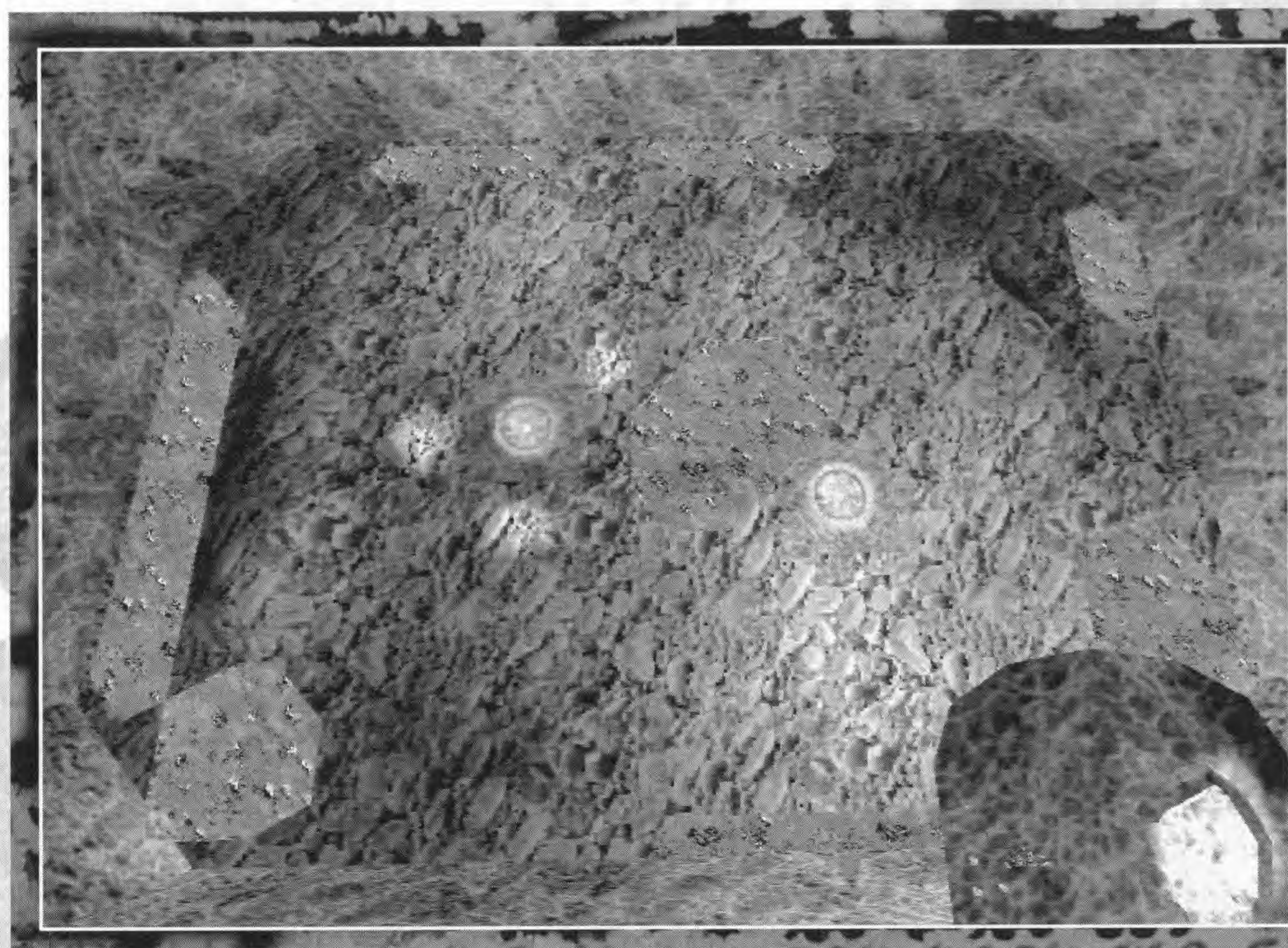


Special Area 2



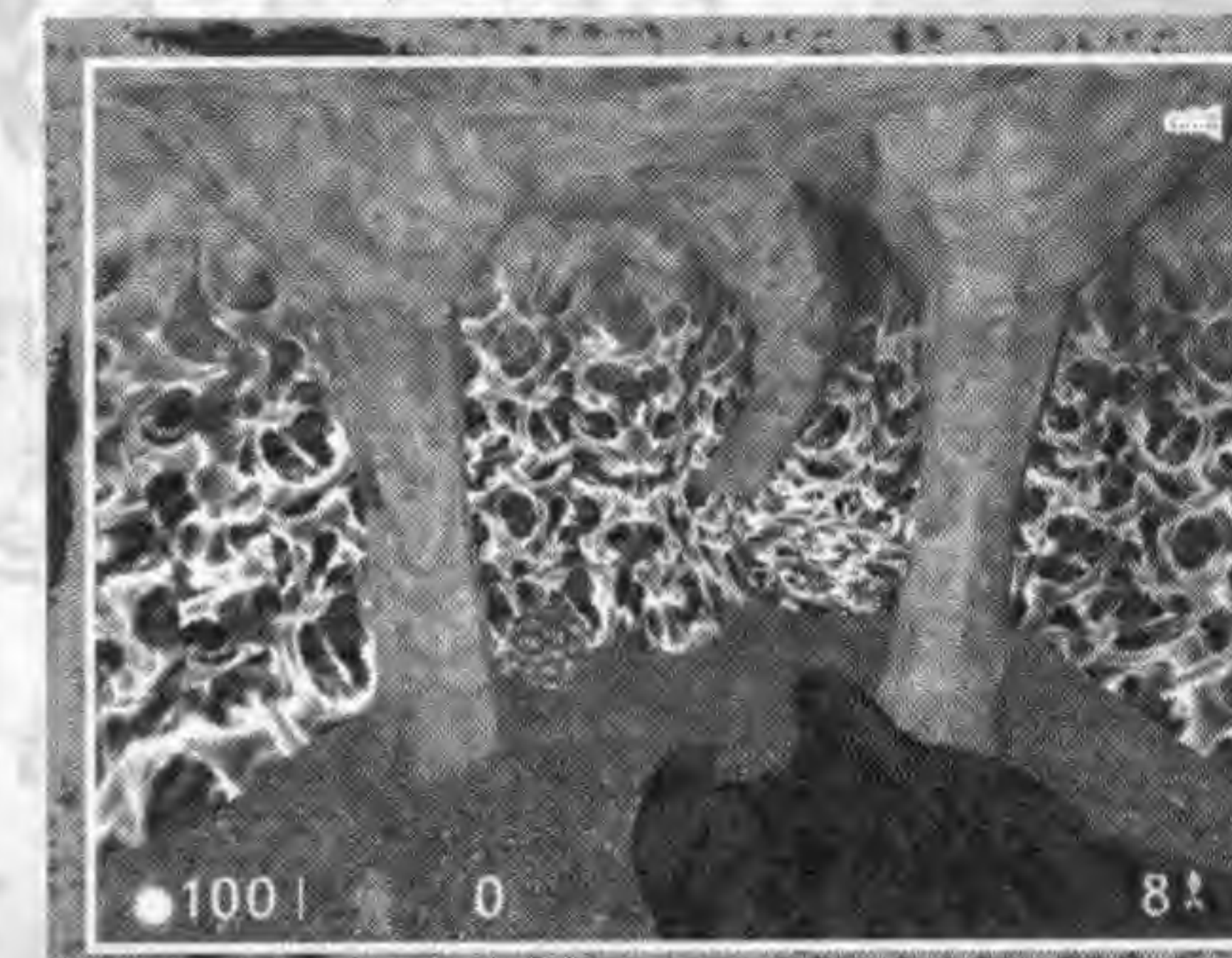
Map 10-10. Special Area 2. Doesn't look like much from overhead, does it?

Special Area 3

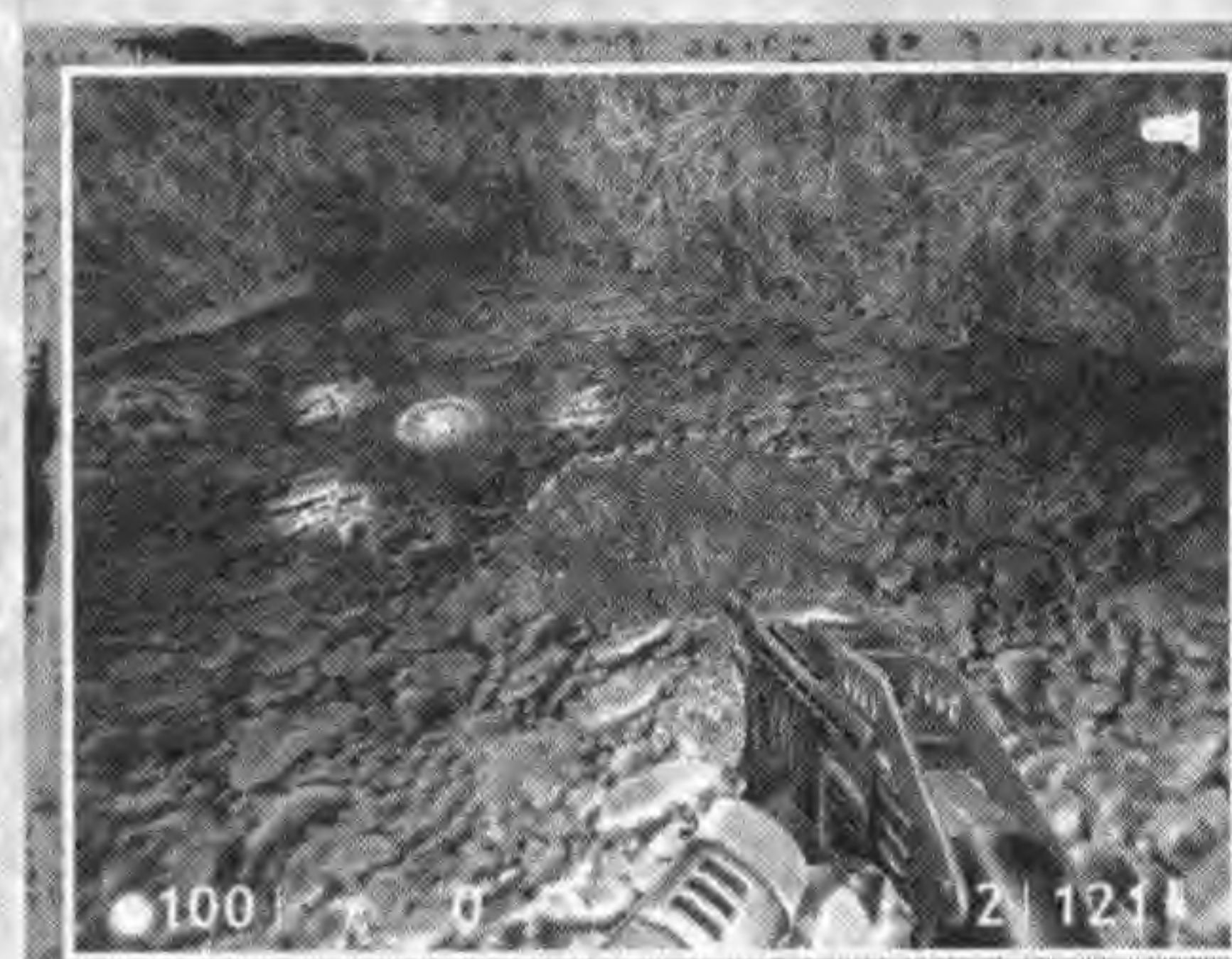


Map 10-11. Special Area 3. Note the healing pool at the lower right.

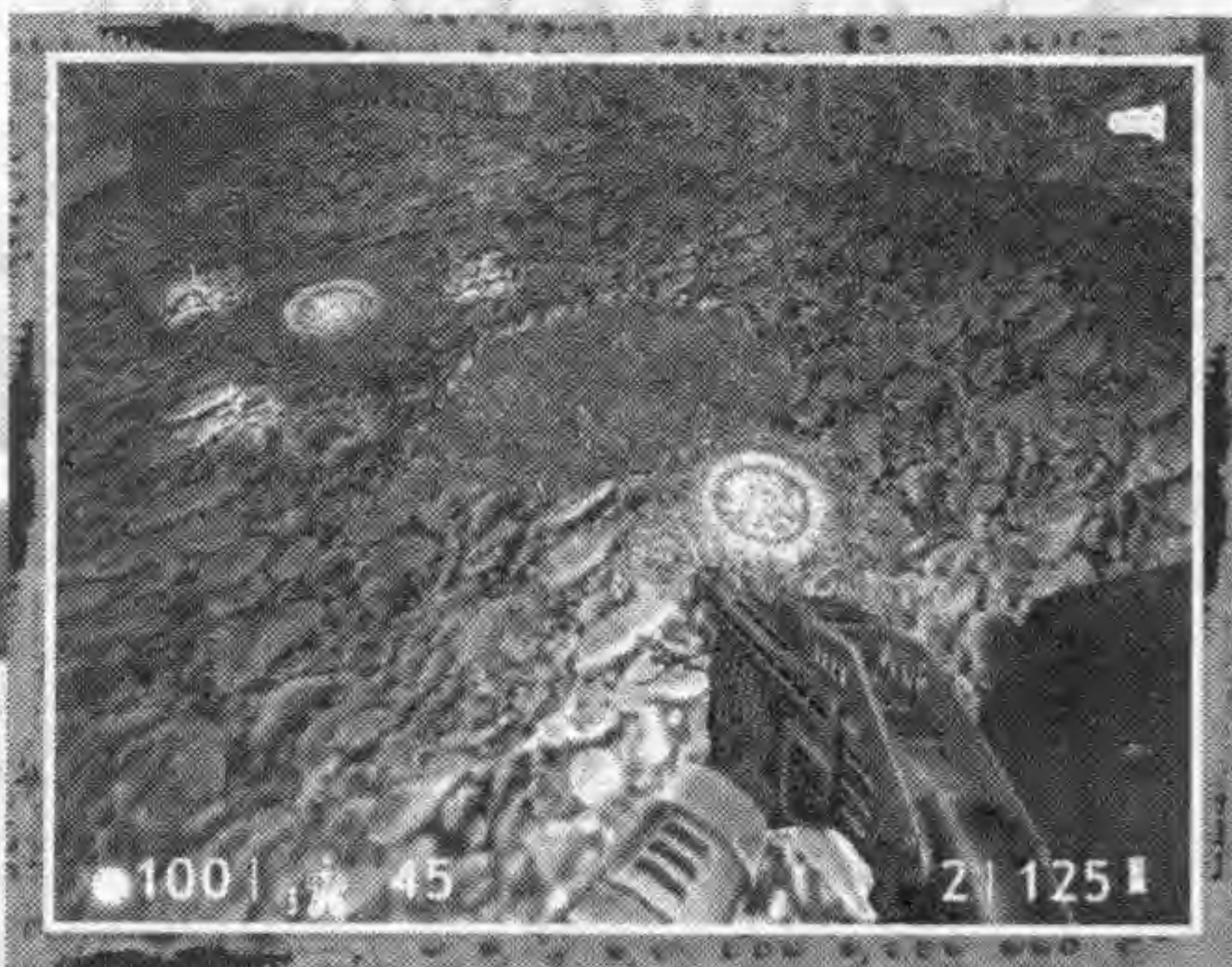
The second special area is even simpler than the first. It, too, is a tall vertical shaft with a teleporter at the top.



When you first drop in, kill the Xen Masters flying around your head; then collect gear and ammo from a ledge. When you've got it all, notice the small rocks moving up and down through the shaft. Jump onto one of these and ride to the top, where you can jump into the teleporter and return to the Combat Arena.



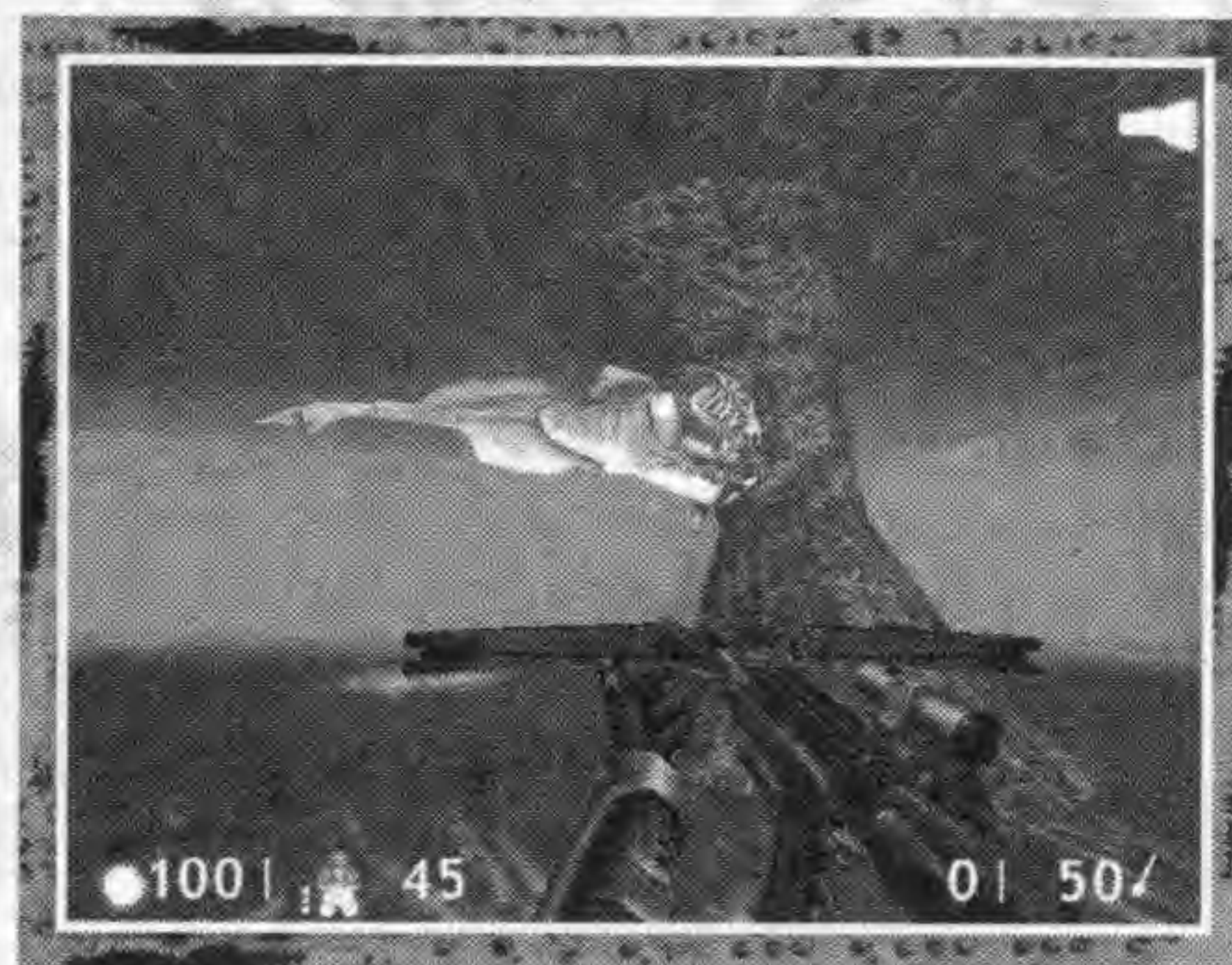
The third and final special area is bigger than the others. It's a roughly circular cavern, and the teleporter back to the Combat Arena is near the ceiling.



There are two trampolines in here. One launches you high enough to fly into the teleporter; the other lets you jump to a ledge with a healing pool and some useful items.



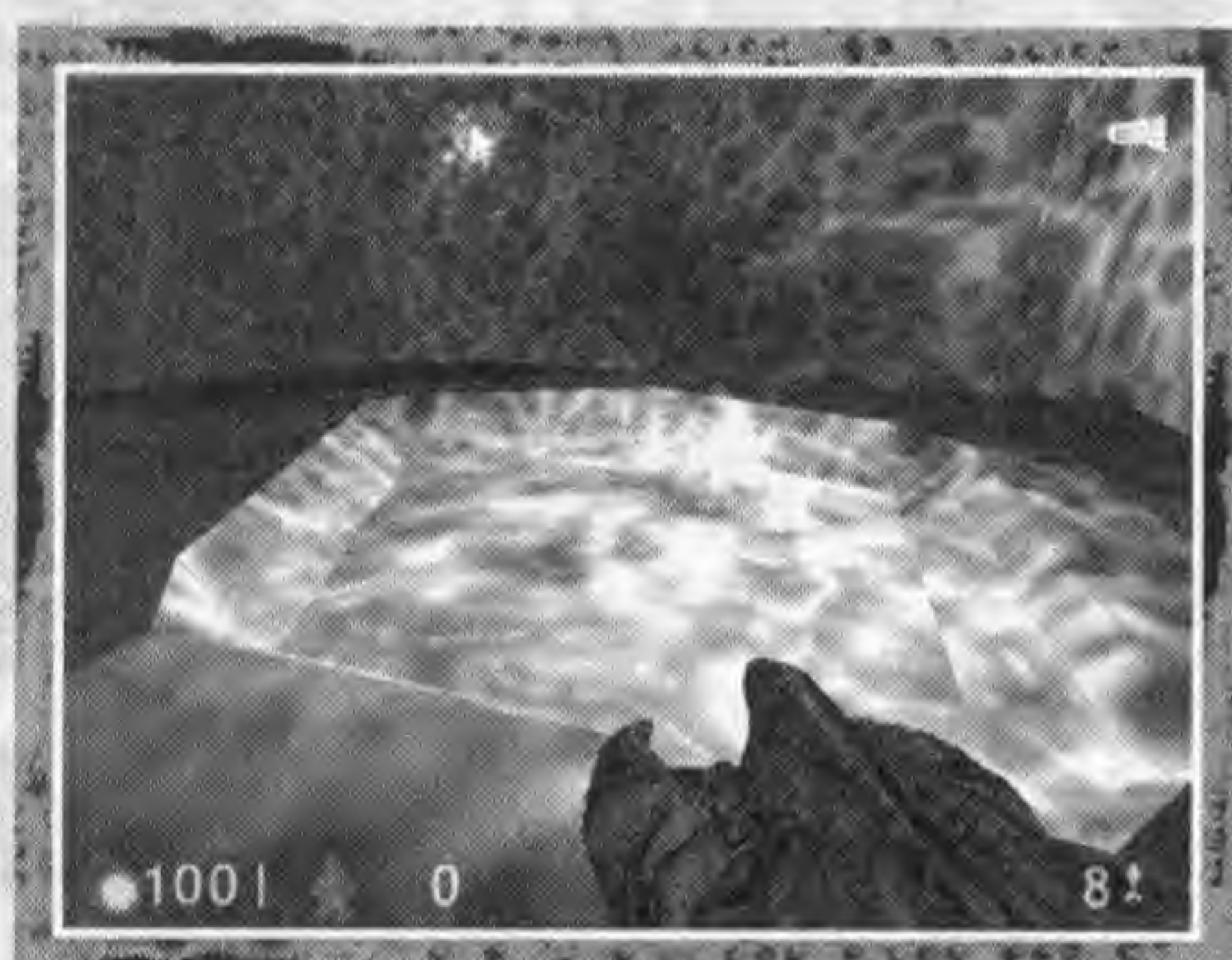
If you try to leap into the teleporter but miss, steer yourself toward a pool. You won't get hurt if you fall in a pool, but hitting the ground from such a great height is deadly.



The floor of this area is solid, but it's dotted with water holes. All these holes lead to an underground lake spanning the length of the floor. Multiple ammo canisters lie underwater—as well as an Ichthyosaur. Kill the Ichthyosaur and you can collect ammo without worries.



When you first enter this area, kill a few Vortigaunts. Also, you should kill the Ichthyosaur. These aliens *won't* reappear later, but the second time you teleport in (and every time thereafter) there'll be a Gargantua in here.



This special area is very useful. The healing pool is easy to access. If you find yourself battered by the Nihilanth, be glad of the opportunity to teleport here and heal up.



The Gargantua can't run through water holes, so just keep a hole between it and you. A great trick is to dive into a water hole, swim under the floor to another water hole, and resurface. The Gargantua won't realize where you went, and will continue staring at the hole you dove into.

Killing the Nihilanth

Killing the Nihilanth probably will take you awhile. Here's the basic procedure. (The walkthrough section elaborates.)

First, destroy the three yellow, glowing spikes sticking out of the walls of the combat arena. Any weapon will do for this; the Crossbow is recommended.

These glowing spikes energize the Nihilanth. It uses this energy both to protect itself from harm and to attack you. After the yellow spikes are gone, however, it can't continue drawing on that source. When the spikes are gone, the Nihilanth is vulnerable.

Second, attack the Nihilanth. RPG rockets and Crossbow bolts are good. As you attack, the number of glowing spheres around its head decreases. This tells you you're making progress.

After you deal a severe amount of damage to the Nihilanth, two things happen. First, no more glowing spheres will be circling its head. It still can attack you, but now it can shoot only one pitiful energy sphere that doesn't do much damage. When its attack becomes this feeble, you needn't worry as much about dodging it.

Second, and more importantly, the Nihilanth's head will open up, revealing a glowing sphere—sort of a brain. You must damage this sphere to kill the Nihilanth, but you don't have a very good angle of attack from the ground.

To damage the brain, walk onto the trampoline that launches you highest in the air (the one nearest the higher ledge). Launch yourself skyward, equip a potent weapon (the Gluon Gun is ideal), and fire continuously on the brain from above the Nihilanth.



Attacking the Nihilanth before you've destroyed all three yellow spikes is pointless. If you *do* manage to wear down its energy supply, it simply floats to a higher level to absorb fresh energy from the spikes. You can observe the whole process, as energy beams travel from the yellow spikes to the Nihilanth, replenishing the ring of glowing spheres encircling its head.

The bottom line: Destroy the spikes before you attack the Nihilanth.

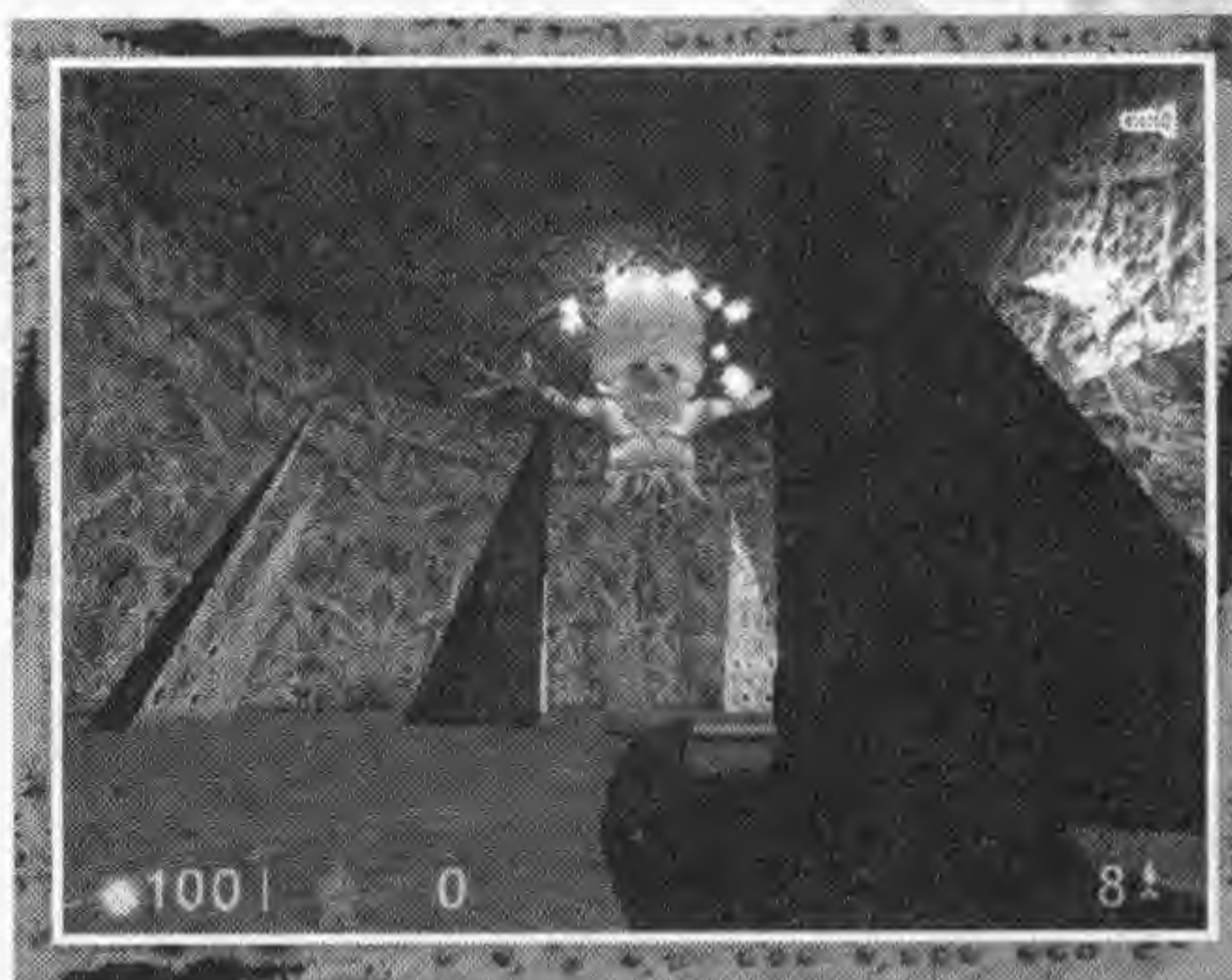


Only one trampoline sends you high enough to get a great shot at the brain. If you can't get high enough for a clear shot, you're using the wrong trampoline.

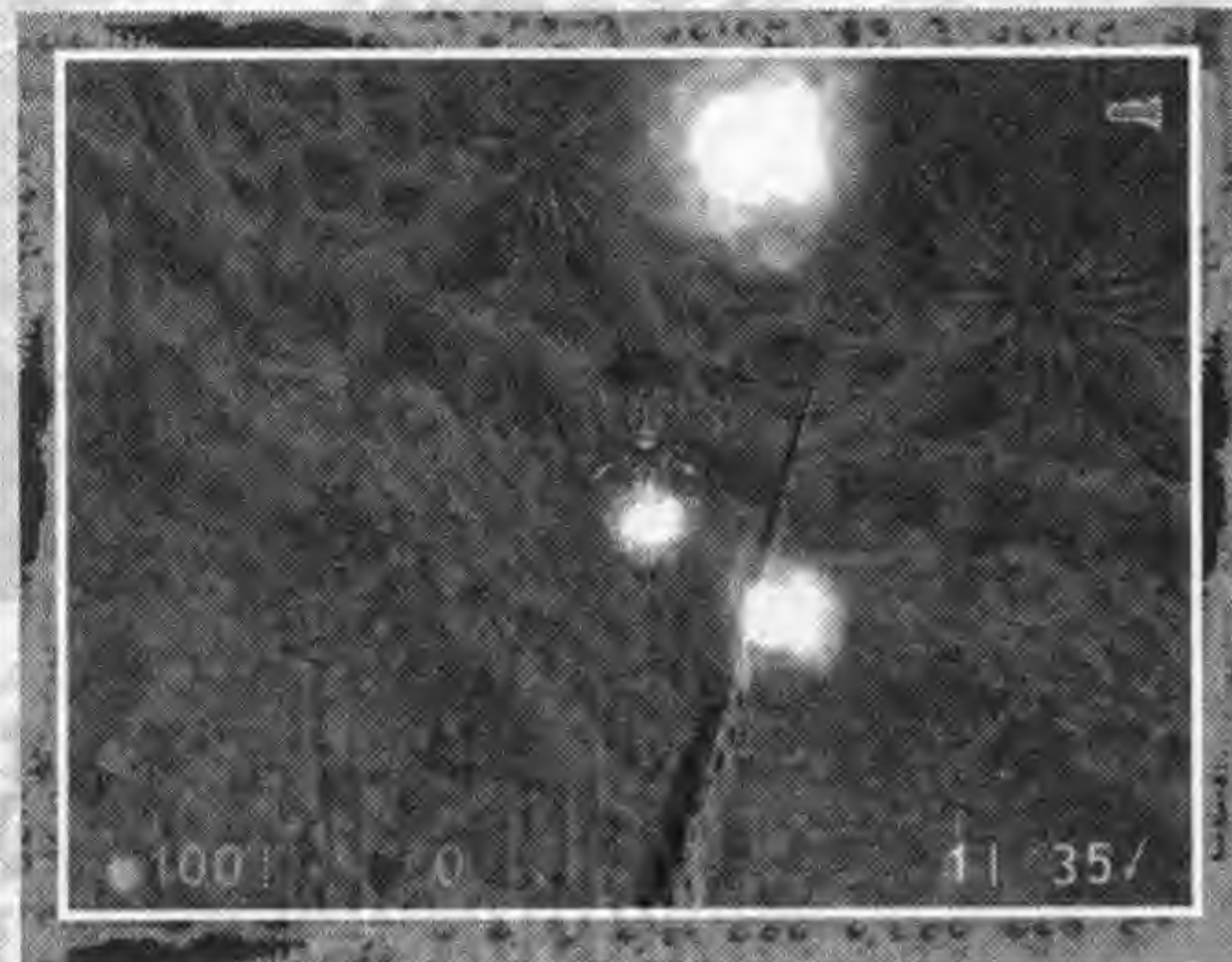
If this doesn't kill the Nihilanth, continue launching yourself from the trampoline and shooting the brain when you have a clear shot. When you've dealt a good deal of damage, the Nihilanth dies and the game *almost* ends (see "The End" for details).

Walking through It

Here's the step-by-step formula for killing the Nihilanth. Be sure to read all the preceding text before referring to this.



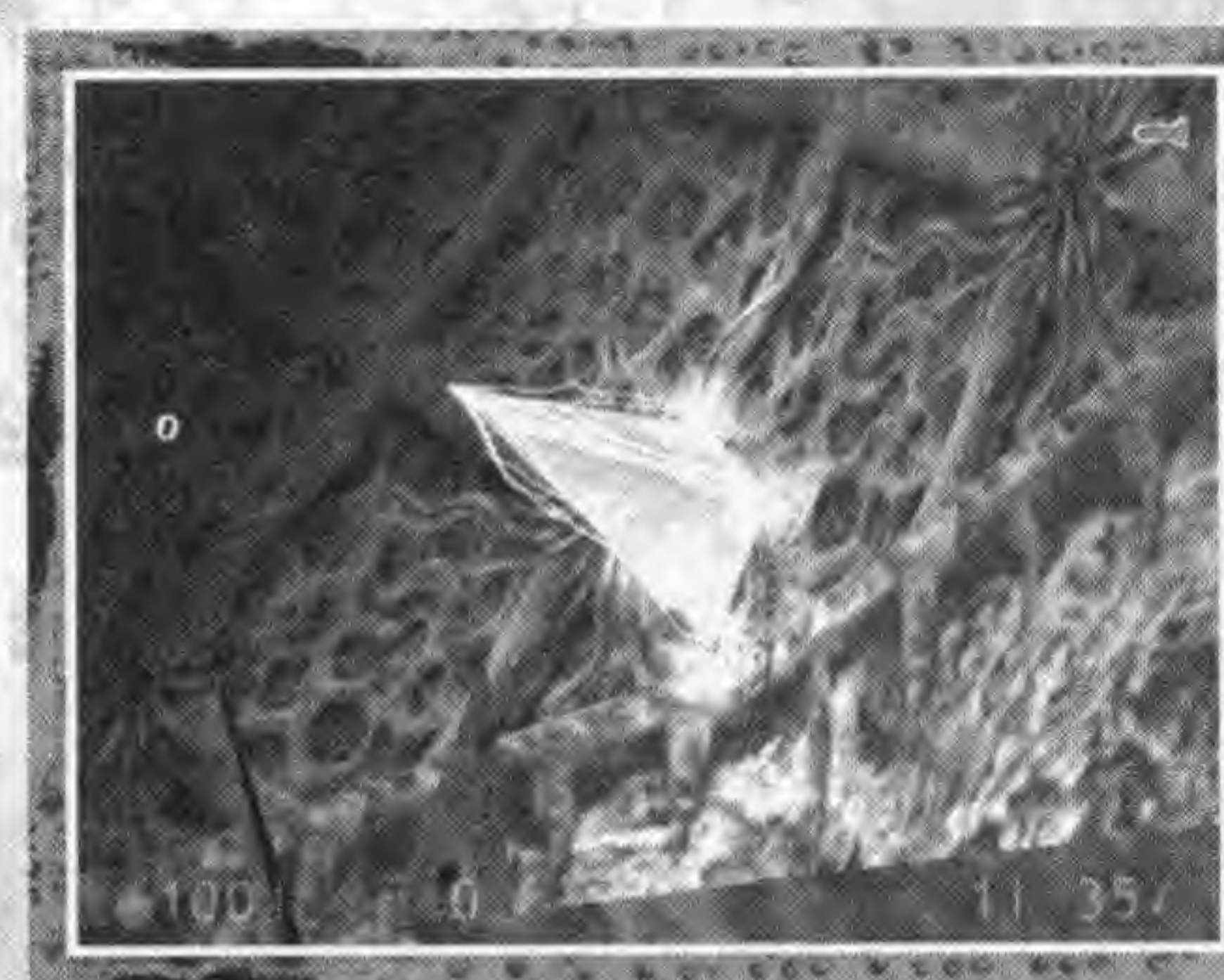
1. You appear in the arena. Drop to floor level and hide behind a giant floor spike—one close to the wall, not the center of the arena.



2. Behind the spike, you can avoid Nihilanth projectiles. Occasional Vortigaunts or Xen Masters might show up to attack, but you can kill these easily from back here.



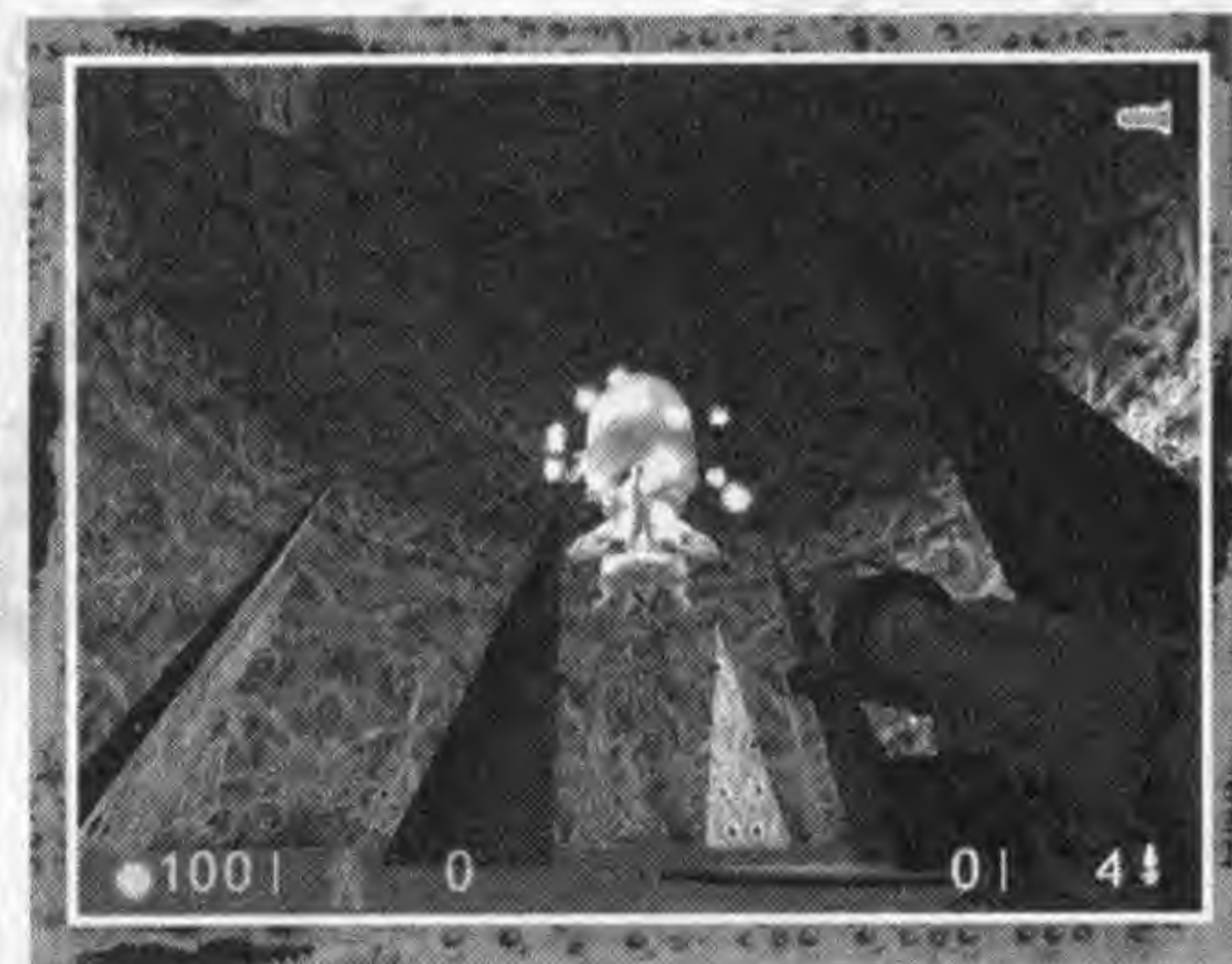
If you ever get seriously hurt, allow yourself to be teleported by the Nihilanth's glowing green sphere. The special areas to which he teleports you contain enemies, but not many—and all three areas contain healing items.



3. Shoot the three glowing yellow spikes sticking out from the walls above. If you can't get a good shot at all three spikes, quickly run to a new position, right *after* the Nihilanth attacks. Eventually, you'll reach a spot where you can see the third yellow spike—destroy it.



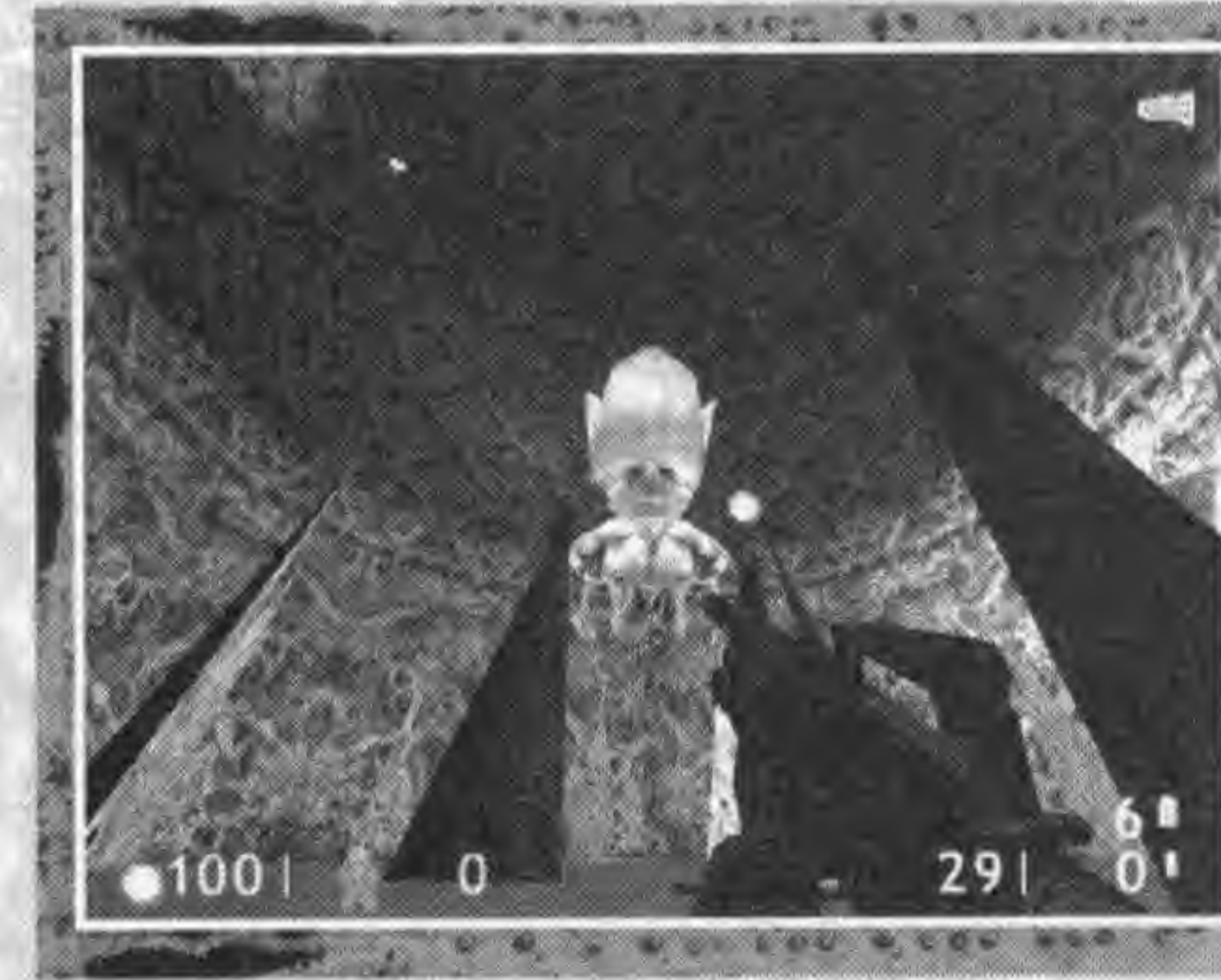
Your Crossbow is a good choice for destroying yellow spikes; use its zoom feature for the greatest accuracy.



4. Hammer the Nihilanth with concentrated weapon fire, ducking in and out of the cover of a big spike. Conserve your Gluon Gun ammo, but fire all other weapons. The RPG and the Crossbow, both of which deal great damage, are recommended.



If you run low on ammo, allow yourself to be teleported. All three special areas contain ammo. If you get *too* low on ammo, you can use the Hivehand on the Nihilanth, but that's slow. Go get some real ammo, instead! Again, conserve Gluon Gun ammo.



5. After you've damaged the Nihilanth quite a lot, no more glowing spheres will be revolving around its head. Continue shooting the Nihilanth with the Crossbow or other, lesser weapons. Eventually the flesh of its skull will peel back like the skin of a banana, revealing a glowing sphere that is its brain.



Around this time, the Nihilanth's attacks become feeble. Instead of shooting multiple energy spheres at you, it can muster only one, and it isn't all that damaging. At this point, you don't have to worry as much about avoiding its attacks.



6. Run to the trampoline beneath the *higher* of the two ledges on the wall. This trampoline gives you the most lift. Use it to jump high in the air. The Nihilanth instinctively will try to rise and match your height, but for a few moments you should be higher than him, with a direct view down into his brain. Hose down the brain with continuous Gluon Gun fire.



7. If this doesn't kill the Nihilanth, use the trampoline again and shoot the brain some more. Repeat, if necessary. Eventually, you'll deal lethal damage.

THE END

We won't ruin the ending for you (hey, you've got to play to find out), but we will offer a bit of advice.

During most of the endgame, you can just sit back and watch. But at the very end you have a choice: Either jump out into the darkness or stay in the vehicle. You'll probably want to see what happens as a result of *both* choices. But the "correct" thing to do is to jump.

Congratulations! *Half-Life* is a hard game, and it takes skill to complete it, even using this book. Now go forth and play the Blue Shift mission.



BLUE SHIFT

BLUE SHIFT IS AN EXTRA MISSION THAT TAKES PLACE AT BLACK MESA AT THE SAME TIME AS THE MAIN GAME. INSTEAD OF PLAYING GORDON FREEMAN, HOWEVER, YOU PLAY A SECURITY GUARD. THIS CHAPTER WALKS YOU THROUGH BLUE SHIFT.

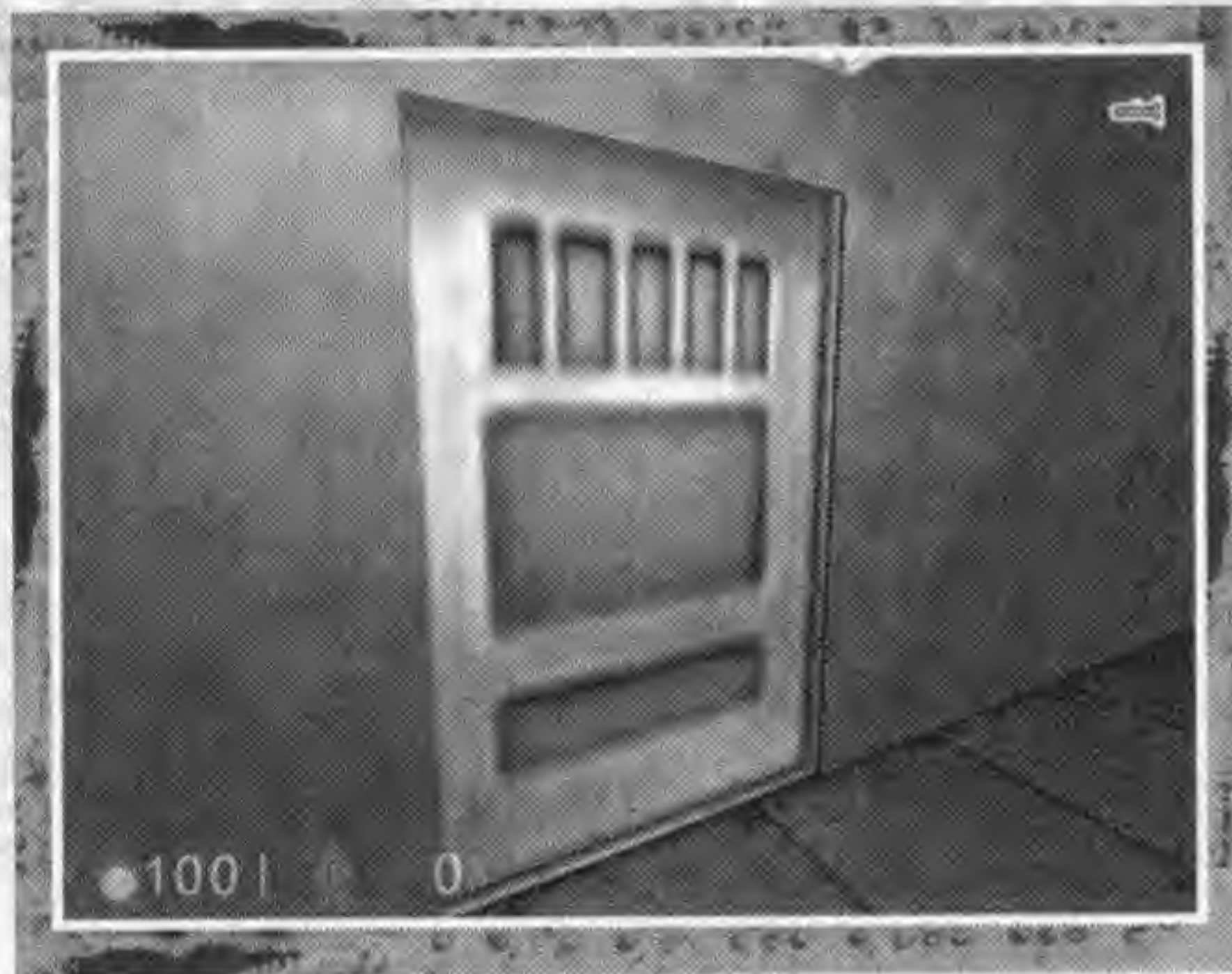
LIVING QUARTERS OUTBOUND AND INSECURITY

Starting Out

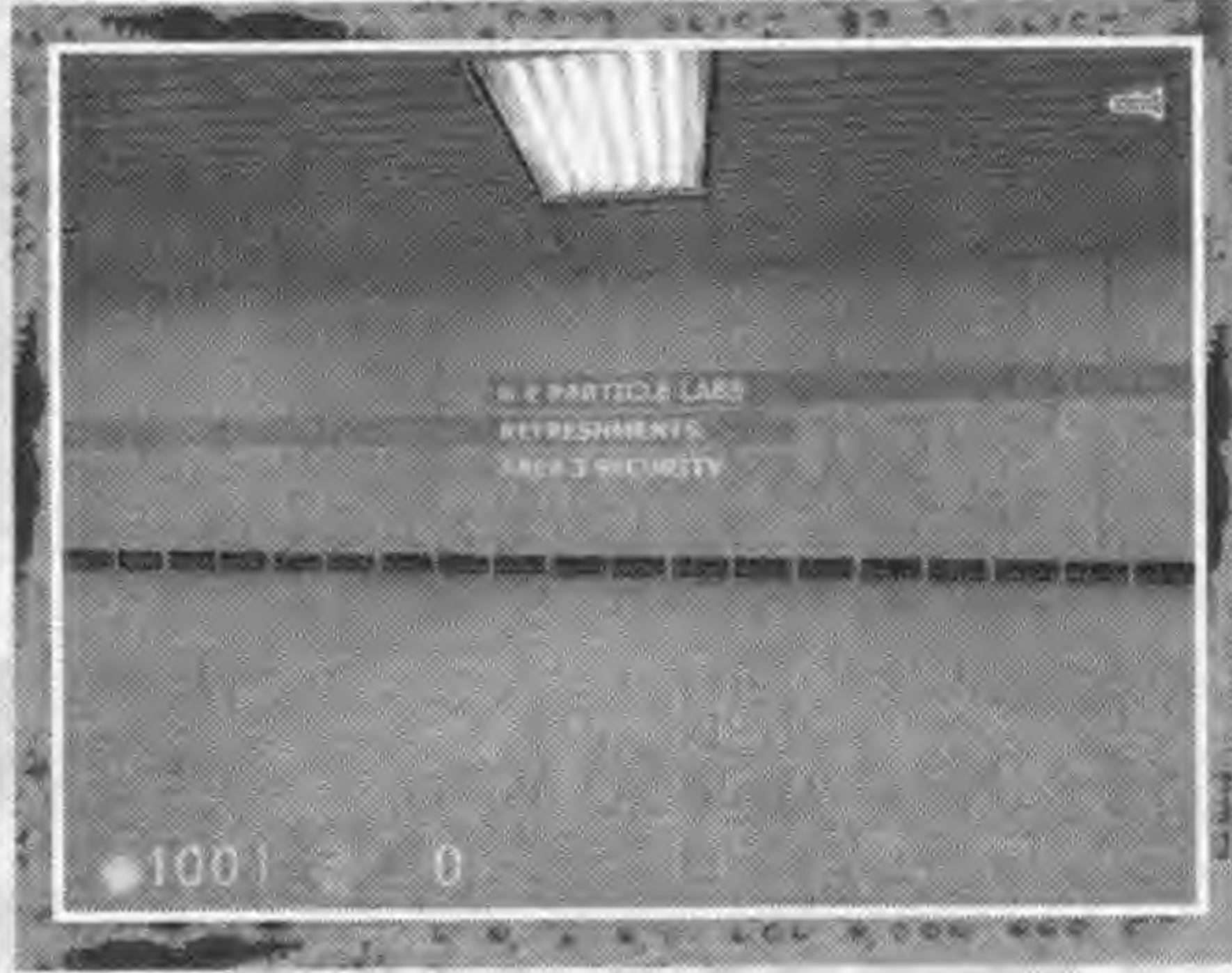
Like the main game, Blue Shift starts out with a brief tram ride. Things go downhill from there



1. Ride the tram to work. Just sit back and enjoy.



2. Exit the tram here and try to open the door. The Security Guard on the other side will take a few moments to get it open for you.



3. Follow the corridor to a T-junction. Follow the green stripe labeled "Area 3 Security." Take a flight of stairs down and go through a door.



4. You come to a big desk. Take a left, into an area labeled "Personnel Facilities." Grab your uniform and helmet from a locker.



5. Return to the big desk, stopping to listen to the Security Guard, then take the hallway labeled "Armory" and "Video Surveillance." Take the elevator up.



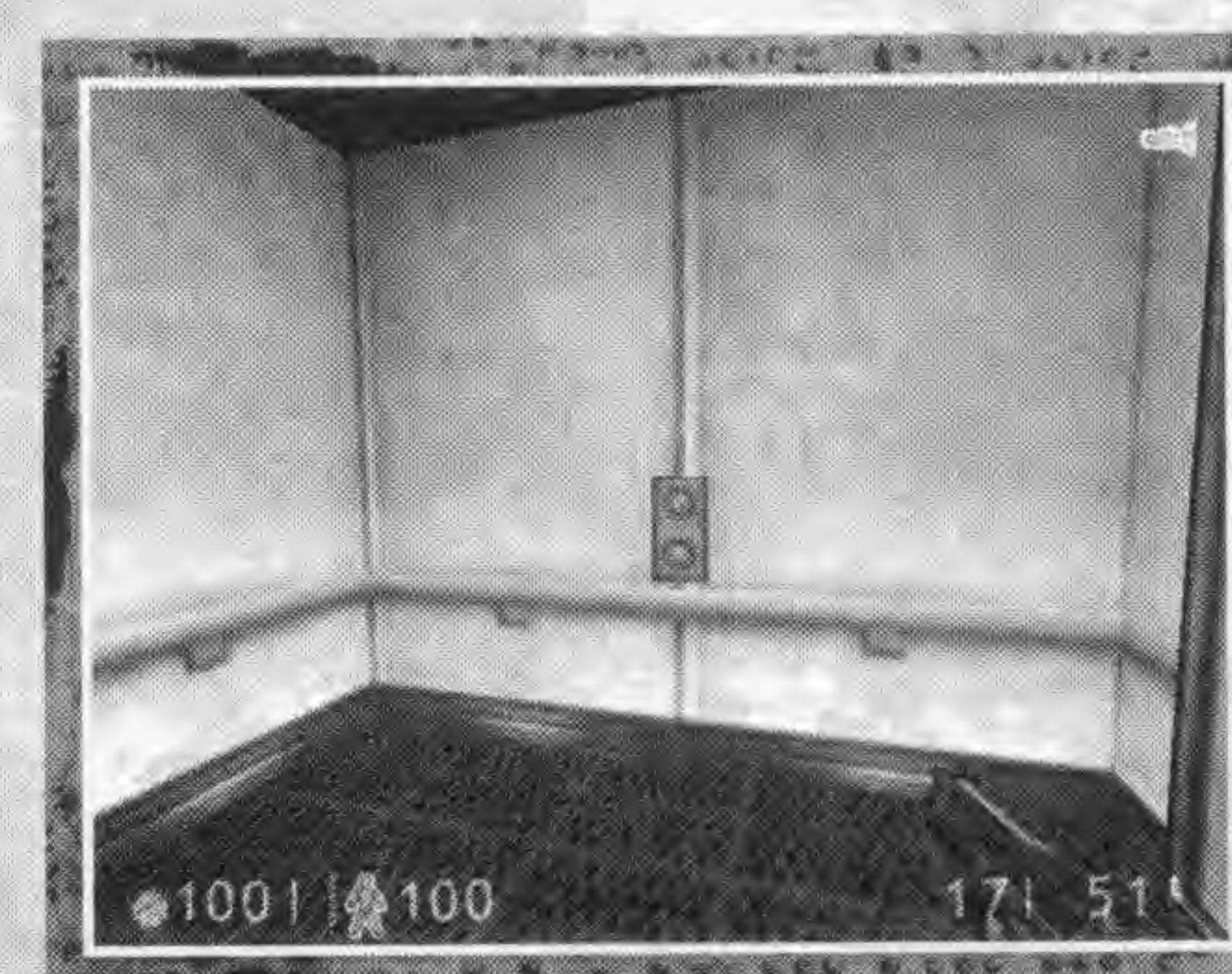
6. Upstairs, take a left and enter the door to the Video Surveillance room. Use the big screens on the wall to see what's going on elsewhere in Black Mesa.



7. When you're through with the screens, go down the other corridor to the Armory. Collect your Pistol from a guard behind a desk.



8. Collect Pistol Clips from the nearby shooting range.



9. Return to the elevator and ride it back down to the lower level.



10. Near where you exited the tram, find a door leading to the H-E Particle Labs. Approach the door, and the guard lets you through.

Danger Approaching



1. Go through the door, down a corridor, and up a few stairs. If you like, stop and watch the scene pictured here where three men attempt to repair a computer.



2. The man with a newspaper sitting on a bench provides useful information about the path to the Sector G Main Access Lift.



3. Walk out to the tram station and find a ladder leading down. Take it. Downstairs, go through a door and take some stairs farther down.



4. You see a power generator on your right, behind a fence. Open a door in the fence and throw a lever to turn on the generator.



5. Go through a metal door nearby. Behind the door, throw a switch to light the hallway.



6. Follow the hallway and go up a ladder. Past a door is a bridge. Wait for a tram containing the dark-suited man to pass. Then press a button to lower the bridge.



7. Go across the bridge, through a door, up some stairs, and through another door. You find yourself at the Sector G Main Access Lift.



8. Approach the elevator with the two Scientists in it. Listen to them, then press the elevator button to descend.



9. The elevator has some trouble on the way down. The Scientists get nervous.



10. The elevator stops, and all hell breaks loose outside. Watch the carnage. Eventually the elevator cable snaps, sending you plunging into darkness.

DUTY CALLS

This is where the game really starts. Prepare for combat!

Early Exploration



1. When you come to, exit the elevator. Kill two Houndeyes and collect a Crowbar from the floor. Walk around breaking boxes. A couple of them hold Pistol ammo.



2. After you've smashed all the boxes, locate a fuse box on the wall nearby. Smash it, then go down a short flight of stairs as the lights go out.



3. At the end of the hall is a door. Go through it.



4. Beyond the door is a lab. Toxic slime covers the floor. Kill the two Headcrabs and jump onto the tables to cross the room without touching the water. Go through the solid metal door.



5. In a small storeroom, watch for another Headcrab. Gather the ammo on the shelf before climbing the ladder.



6. You're now in the ceiling ducts. Locate a hiding Scientist and listen to him.



7. Look down from here, and you can see over a fence with explosive barrels behind it. Shoot the explosive barrels to blow a hole in the fence.



8. Climb back down the ladder and go through the hole in the fence. Take the corridor beyond.



9. You find an open area with a hanging cage. Press a button, get in the cage, and ride it to the other side.



10. Kill a pair of Houndeyes and a pair of Vortigaunts that teleport into the area. Locate a small metal door and go through it.



11. Behind the door is a console with two buttons. Press the button labeled "South Tunnel Access."



12. Exit through the door. Outside, you'll see that one of the two, large bay doors has partially opened. Go through it.

Leaps and Bounds



1. Follow a crate-filled tunnel, and kill a pair of Houndeyes along the way.



2. Enter a big room with hanging cages and defeat the Houndeye that's snacking on the dead Security Guard here. Once you're safe, collect the ammo the dead Security Guard has left behind.



3. Get behind the console and use the levers to lower the cages into position. The left cage should stop at about 2/3 the height of the large crates while the right cage should stop even with the top of the large crates.



4. Use the small push crate and barrel to create stairs to reach the lowest cage. Jump onto the push crate, then onto the barrel then up to the top of the large crates. From there you can jump to the highest cage.



5. From the highest cage, jump up onto the ladder and climb to the top.



6. Upstairs, move into a large area. Vortigaunts start teleporting in. Retreat and slowly fight your way back into this area, killing all the Vortigaunts.



7. When the Vortigaunts are all dead, go down a ladder in this area. Downstairs you'll find a ledge that crosses between two huge gears.



8. Take a right when the ledge ends. Go through a door and down a corridor until you find yourself on a ledge overlooking a big room.



9. Notice a ladder leading up. Jump to the ladder, climb it, and turn a valve wheel on the catwalk upstairs. Notice that a steaming pipe down below stops steaming.



10. Leap into the water. Climb up a ladder to the spot where you originally entered this room. Jump from there to a lower walkway. Turn a valve wheel on this walkway.



If you follow the walkway all the way to the end, you'll find a Shotgun lying next to a dead Scientist.



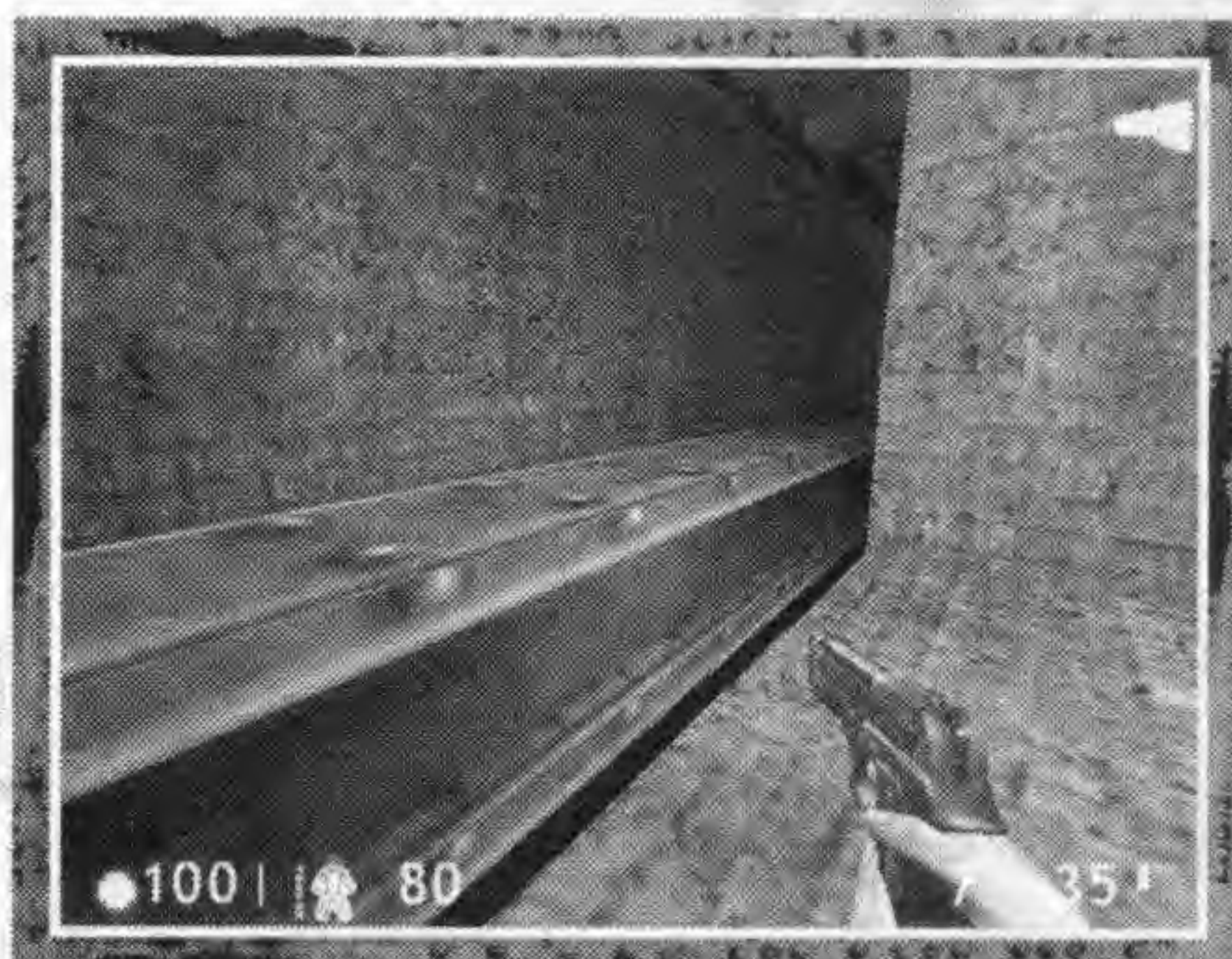
11. Take a ladder leading up from this walkway. You find a balcony overlooking a canal. Press a button on this balcony, and a lift descends in the distance. Shoot a pair of Vortigaunts that come down on the lift.



12. Heal yourself at a nearby First Aid Station, then backtrack all the way to the spot where you can see the big gears. Just a little farther, where the walkway ends, you find a ladder leading up. Take it.



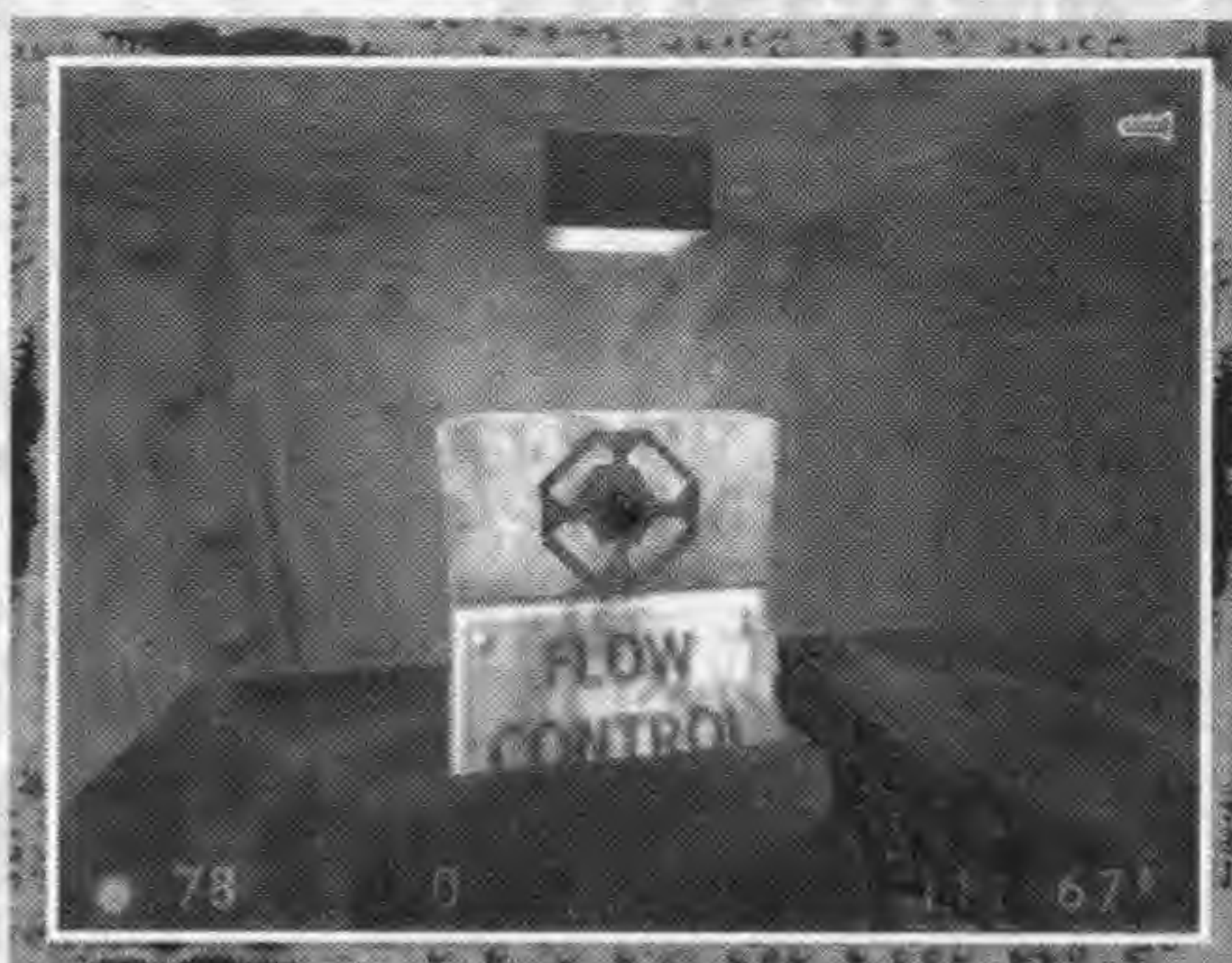
Canals and Ladders



1. Upstairs, leap over a gap and onto a rusty metal beam. Follow the beam to a spot overlooking a flooded room. Avoid or destroy the Barnacles that hang from the ceiling.



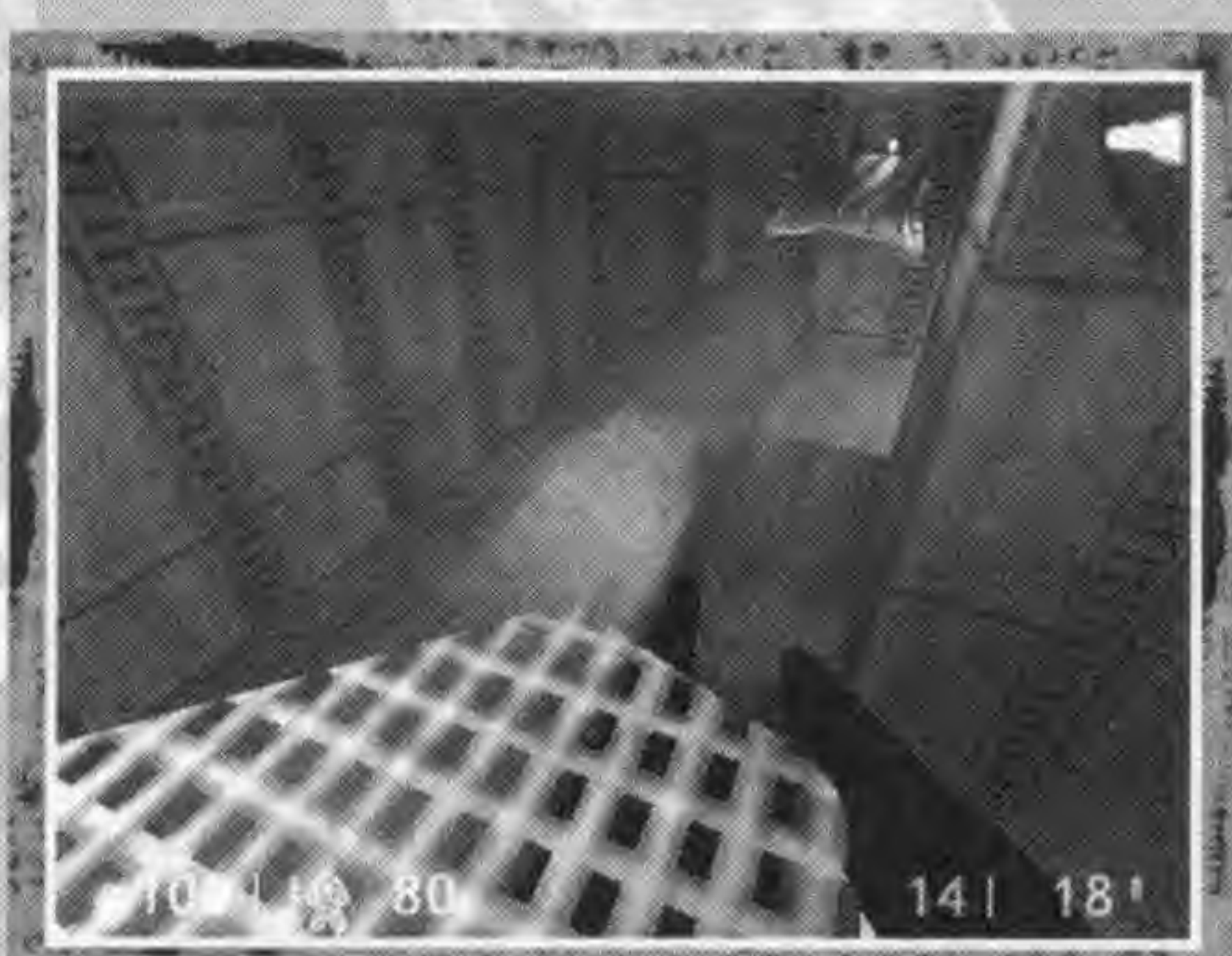
2. Jump into the water. Swim through a broken grate and turn a valve wheel labeled "Flow Control."



3. Swim back into the flooded room. The water level rises. Jump onto the floating wooden boxes, and from there onto dry land.



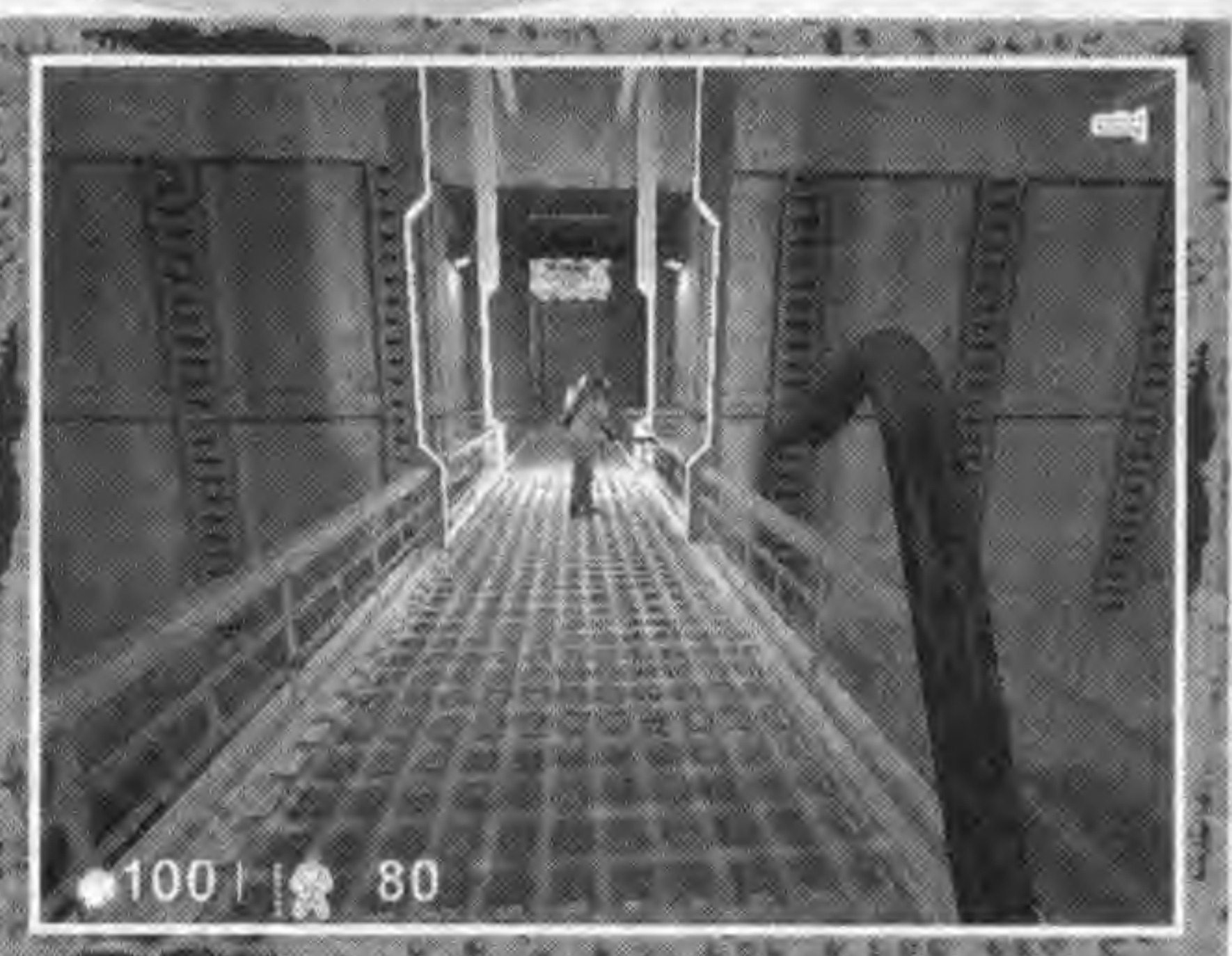
4. Collect a Shotgun from the floor. Enter a tunnel and kill two Vortigaunts. Walk onto a bridge. A Vortigaunt appears in front of you and breaks the bridge; spin around and kill another Vortigaunt behind you.



5. Look down over the broken section of bridge. Notice a large pipe. Jump down to the pipe and follow it.



This
Barnacle hangs very close to an unreachable section of a broken catwalk. If you allow yourself to be grabbed by the Barnacle and destroy it at the last second, you can land on the edge of the catwalk and collect the two health kits laying there.



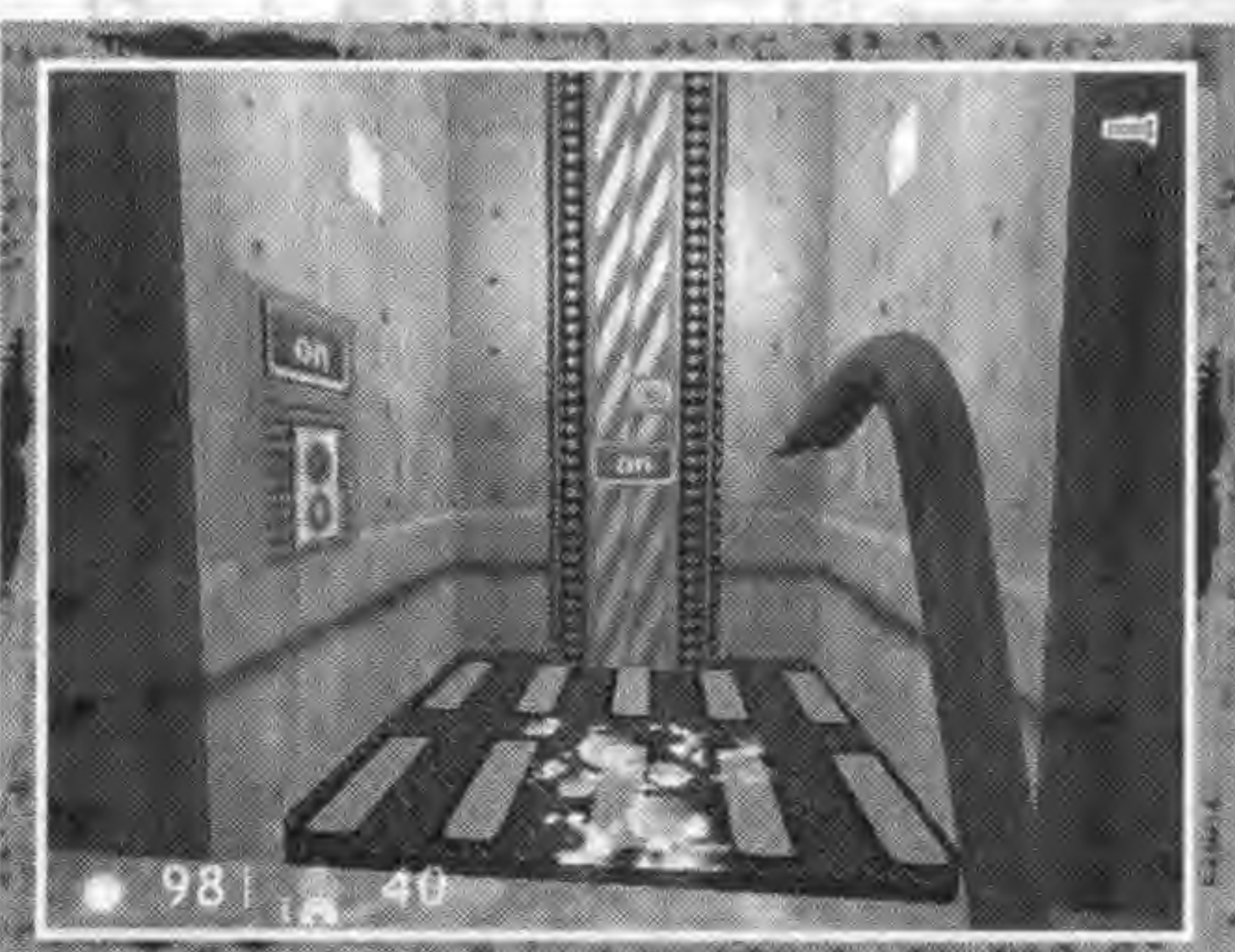
6. Take a series of bridges with Mawmen on them. Kill the Mawmen, break boxes, and keep moving.



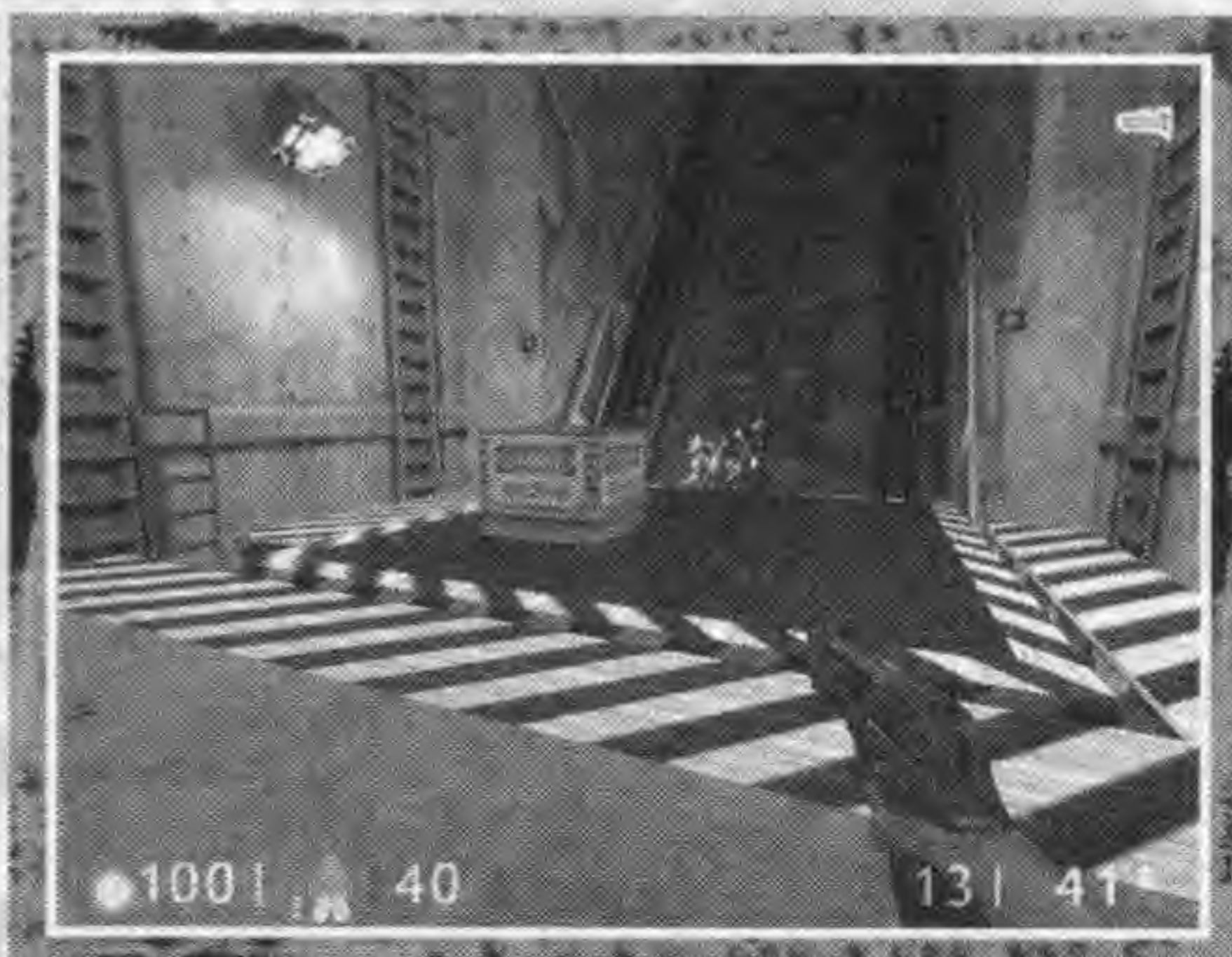
7. Go down a ladder into a watery, green area filled with Vortigaunts and Bullsquids. Methodically eliminate your enemies.



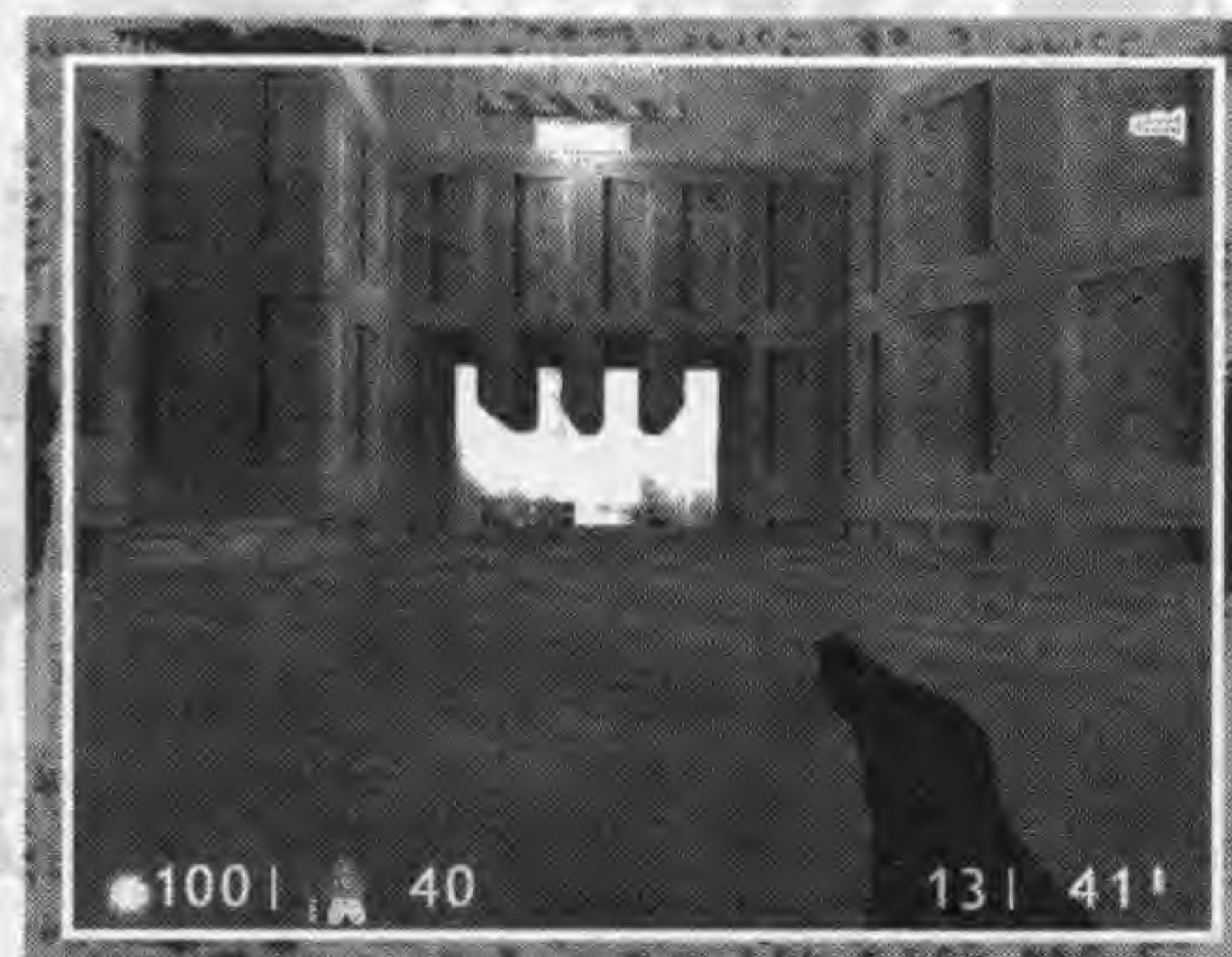
8. Locate a fuse box labeled "Generator Control." Kill the Bullsquid guarding it, and throw the lever.



9. Find a nearby lift. Break crates for ammo, then ascend on the lift.



10. Upstairs, break more crates, then follow a walkway. You find the big lift you dropped earlier. It has a crate of explosives sitting on it. Kill any remaining Vortigaunts here.



11. After you've broken all boxes for ammo, push the explosive crate off the ledge and into the water. It gets caught in a pair of gears and explodes, breaking a gear.



12. Drop into the water, and swim through the broken gear. Climb a ladder on the other side.



13. Upstairs, look up to see Grunts throwing dead Security Guards through a hole. After they leave, follow the path to the next level.



CAPTIVE FREIGHT

Your task in this level is to locate and free a certain Dr. Rosenberg. He holds the key to escape from Black Mesa.



1. Go up a ladder. You emerge outside. Run toward the nearby door—the one *without* Machine Guns in front of it. Press a button to open it.



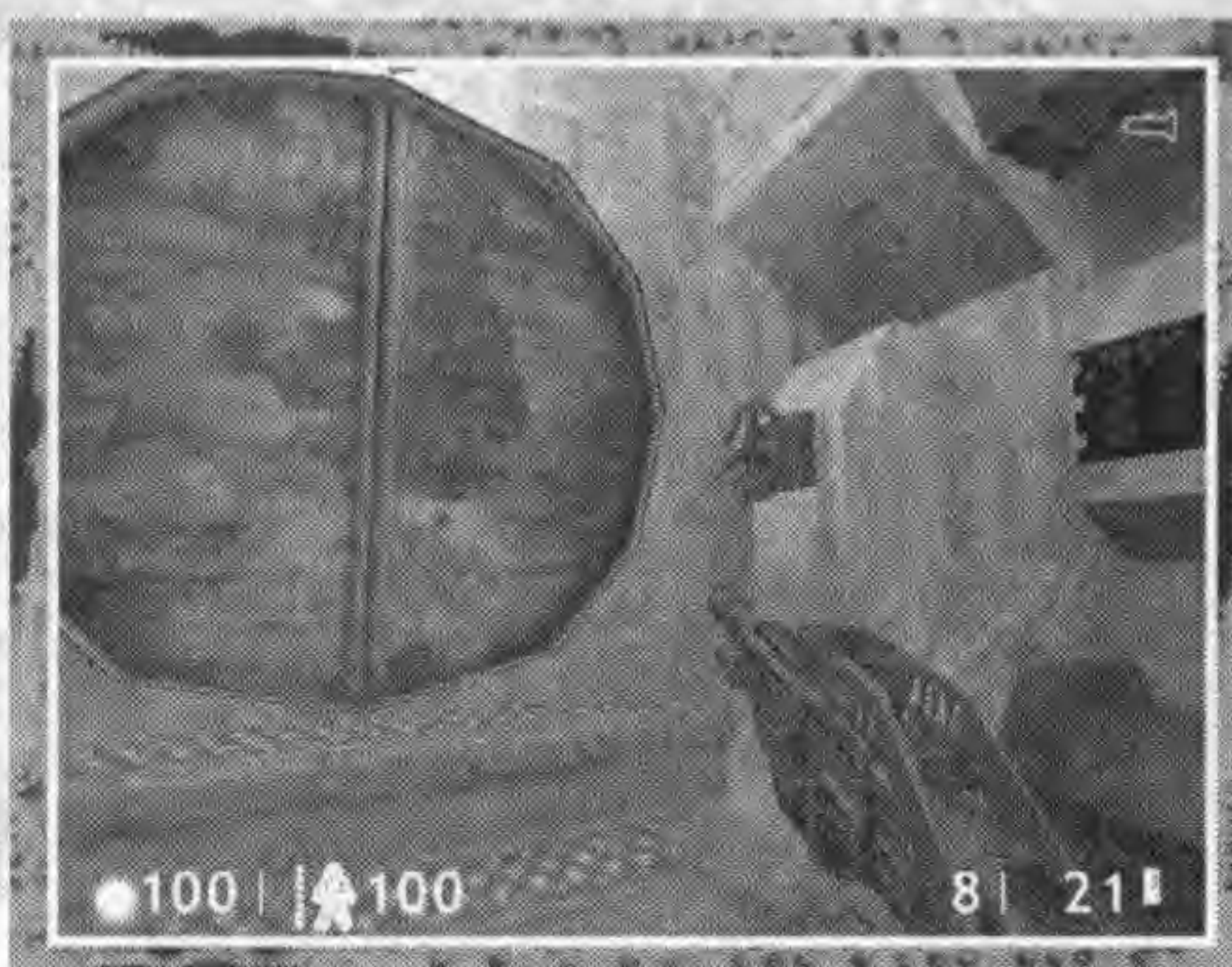
If you can manage to destroy the Sentry Guns, the truck behind them contains lots of useful equipment – including explosives.



2. Follow a corridor until you reach a wrecked truck. Collect Armor and a .357 Magnum from the dead Security Guard. Use the rear hatch of the vehicle to find bonus health and ammo.



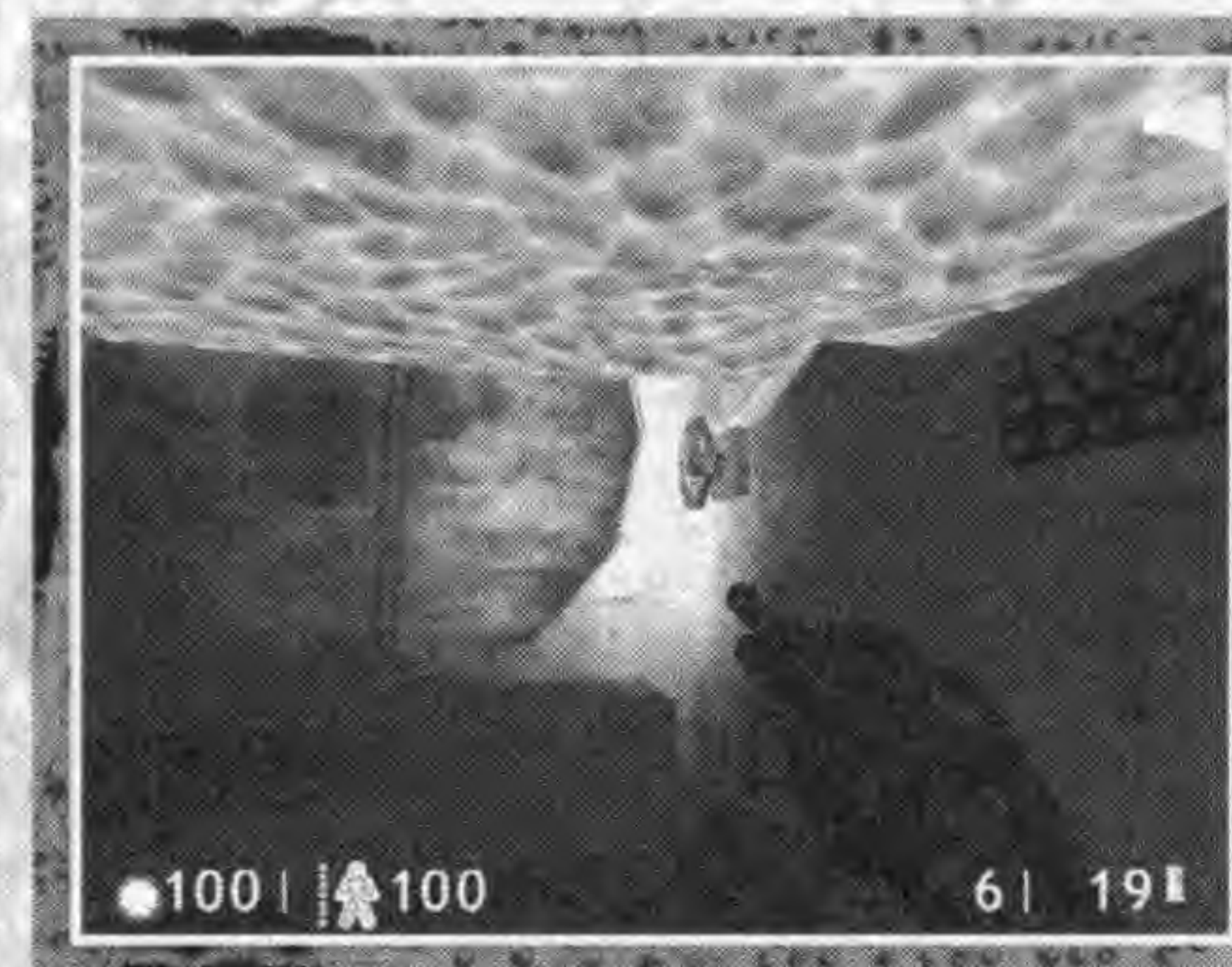
3. Break the lock on a chain-link door and go through it. Turn a valve wheel to open a hatch. Go down the ladder. Halfway down, the ladder breaks and you fall.



4. Downstairs, kill a pair of Headcrabs and follow the steam tunnel. Avoid the hot pipes lining the walls. When you reach a valve wheel, turn it to open a hatch.



5. Go through the hatch. When you see steam pouring from a broken tunnel, stop. Move slowly around the nearest gout of steam until you see a valve wheel. Turn the wheel to make the steam disappear.



6. Proceed. The tunnel dips underwater. Turn an underwater valve wheel to open another hatch, and go farther.



7. When you reach an elevator, take it up.



8. Proceed past a ladder, killing Vortigaunts and Headcrabs along the way.



9. When you reach a spot where you can take a right, go straight instead. Kill more Headcrabs. At the end of the hallway, break boxes to reveal a First Aid Station. Heal up.



10. Return to the junction and take that right (now a left.) Kill Headcrabs and Vortigaunts as you go, and do your best to dodge electricity bolts from the walls.



11. At the end of the hallway is a debris pile. Destroy explosive barrels near the debris, break some wooden boxes, and use two indestructible boxes to build a ladder to a ventilation duct. Jump into the duct.



12. Follow the duct, watching for Headcrabs. Break a grate to drop into a small storage room. Move aside a barrel that's blocking the door.

Grunts Ahoy!



1. Outside, take a left. Find a dead Security Guard. Take the armor and ammo near him, then return and take the other path.



2. You see two Grunts trying to shoot through a window. Kill both, then enter the room they were attacking.



3. Listen to the Scientist inside the room, and collect .357 ammo from the locker to the right. Then exit and greet the Grunt that bursts through the nearby door.



4. Go through the door where the Grunt entered. Proceed all the way to a stairwell. Start making your way up.



5. Clear out Grunts from the entire stairwell. When you're through, go down to the first floor and go through the Storage Room door.



6. Follow the Storage Room until you reach a door leading outside. Fight the Grunts out here, preferably by retreating into the Storage Room and letting them come to you.



7. When the Grunts are gone, collect ammo and look for a second-floor window. A Grunt attacks through the window. Kill him, then jump onto a dumpster and climb up some tires to the window.



8. Inside, explore and locate a door labeled "Warehouse Security." Go through it.



9. Break a lock on a chain-link door, and collect lots of gear behind the fence. When the whole area is clean, move on.



10. Through a door is a huge warehouse. Kill several Grunts in here.



11. Go through a door labeled "Parcel Receiving." Break crates for First Aid Kits.



12. Return to the warehouse. Release a pair of Scientists from a red boxcar. (Ignore the blue one; it's full of Vortigaunts.)



13. Break boxes for Grenades and Satchel Charges, then approach a door labeled "Storage Room." Kill Grunts and go through a door labeled "Freight Yard." Follow the corridor.

Dr. Rosenberg



1. Enter the big, open-air Freight Yard. Kill several Grunts out here. Then break boxes for lots of gear. A green box contains a Heavy Machine Gun. Note its location for now.



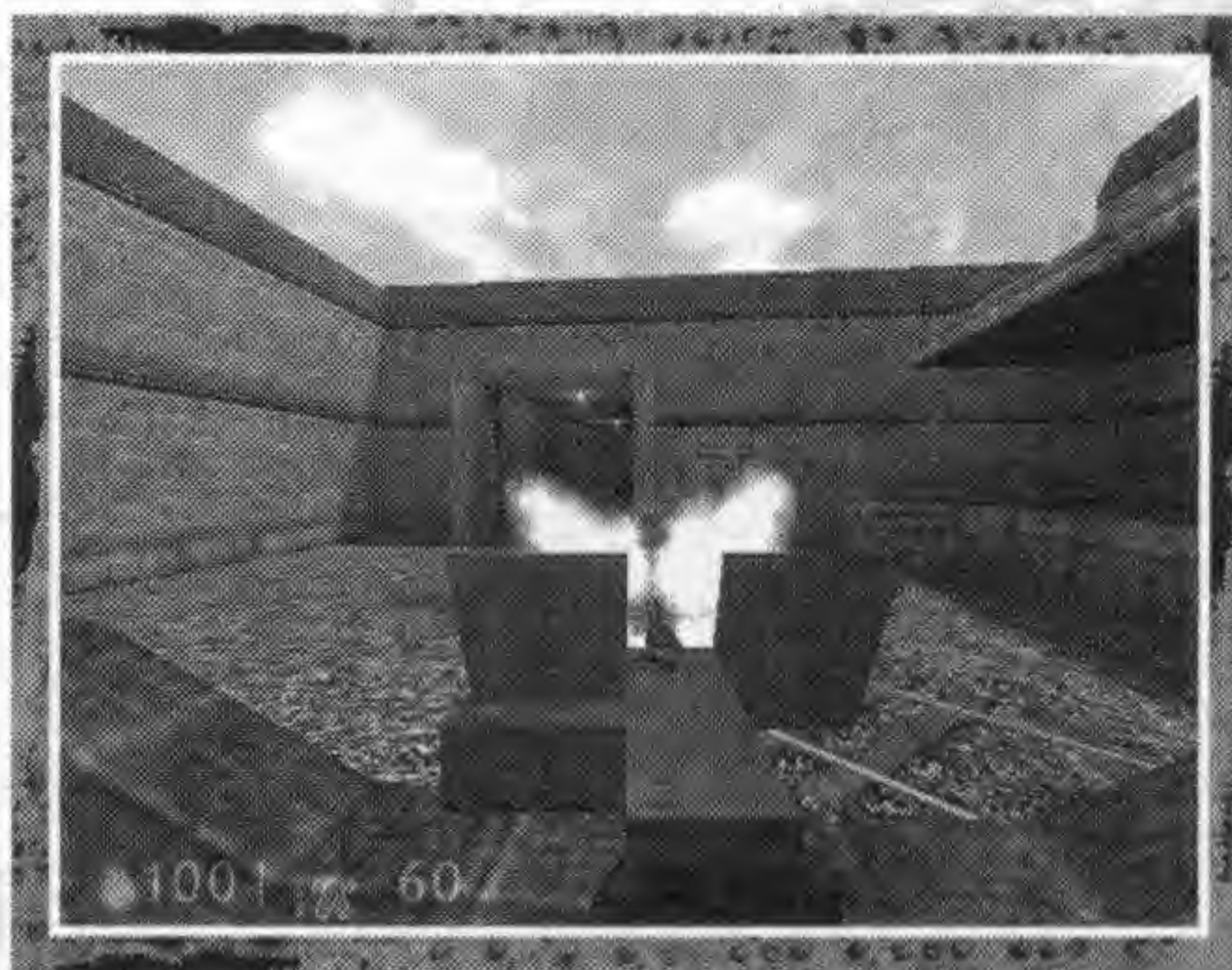
2. Notice a red boxcar. Two large cable spools block the entrance to the boxcar. Each spool is held in place by two small wooden wedges. Break both wedges for both spools and they'll roll away.



Stand back and shoot the wedges rather than using the Crowbar on them. If you're in the path of the cable spools when they start rolling, they'll squash you.



3. Enter the boxcar. Listen to the Scientist inside.



4. Exit the boxcar. Several Grunts break down a door nearby. Run to the Heavy Machine Gun you revealed earlier, and use it to gun down the Grunts.



5. Go through the corridor the Grunts came from. As you approach another open area, stop and gun down more Grunts.



6. Jump into the back of a parked truck and collect an RPG inside. A tank will destroy most of the truck, so quickly retreat to the safety of the corridor you came from.



7. Use your newly acquired RPG and attack the tank in the large courtyard. It takes about three or four direct hits to destroy the tank. If you run out of RPG rounds, switch to the Combat Rifle and launch grenades. Keep moving and watch where the turret is aiming to avoid taking damage while fighting the tank.



8. Follow a new path. When you reach a flatbed truck loaded with gear, shoot the explosive barrels. Then break boxes until you find a rack of high-pressure gas canisters.



9. Break the small end cap on each of the gas canisters to propel them into steel door in front of you. Each gas canister will dent the door and the fourth one will blast a hole. Go through the hole.



10. You enter a big courtyard. Hang back and pick off Grunts with your .357 Magnum. When all the Grunts are dead, explore. Break boxes for First Aid Kits.



11. In a guardhouse, you'll find armor and a console. Press the "Bay 5 Door" button on the console. Turn a lever labeled "Turntable Controls."



12. Go to the newly revealed train car. Jump into the train's engine and activate it. It slowly backs out into the open area.



13. After the train comes to a stop under a canopy, open the boxcar door and get inside. Listen to Dr. Rosenberg.



Further Adventures with Dr. Rosenberg



1. Grunts seal you into the boxcar while you talk with Rosenberg. Eventually, he cups his hands so you can step up and through a ceiling hatch.



2. Using Rosenberg's lift, go through the ceiling hatch and kill all the Grunts outside. Then jump down and open the boxcar from the outside. Have Rosenberg follow you through a door labeled "Freight Warehouse."



If Dr. Rosenberg is having trouble keeping up with you, proceed more slowly than usual and make sure to keep him close and in view at all times.



3. Go through a corridor. At the staircase, Rosenberg will climb of his own free will. Follow him all the way upstairs to a door labeled "Shipping/Receiving." He waits here.



4. Open the door. Shoot a Grunt behind a window on the right, then another at the end of the hallway. After the coast is clear, collect Rosenberg and go down the hall.



There's a First Aid Kit in a box in an office, and a Helmet at the end of the hallway.



5. Proceed through a door labeled "Freight Records," through another door, and into a stairwell. Follow Rosenberg as he runs all the way down the stairs to the basement.



6. Follow Rosenberg through a corridor to a walled-up elevator. Shoot out the wall to reveal the elevator. Get inside and take the elevator.



7. When the elevator stops, collect Rosenberg and lead him to a palm-activated door. He opens it. Follow him inside.



8. Follow Rosenberg as he talks to another Scientist about a fuel cell, then follow him inside a larger room. You'll have to walk around and listen for a while.



9. After a lot of conversation and tinkering, Rosenberg opens a gate to the alien world, Xen. Walk into the yellow sphere to teleport there.

FOCAL POINT

This part of your mission involves a trek through Xen, the alien world. Prepare yourself for tough combat and unusual environments.

Orientation



1. You appear on Xen. Kill a few nearby Houndeyes and jump up a nearby set of stair-like rocks.



2. Leap from the rocks onto a stone bridge. Follow the bridge into a cave.



3. In the cave, shoot out some vines and crawl into a tunnel. Follow the tunnel.



4. The tunnel leads to a small, lit chamber. There are two more vine-covered tunnels leading away from this chamber, one to the right and one to the left. Take the right one.



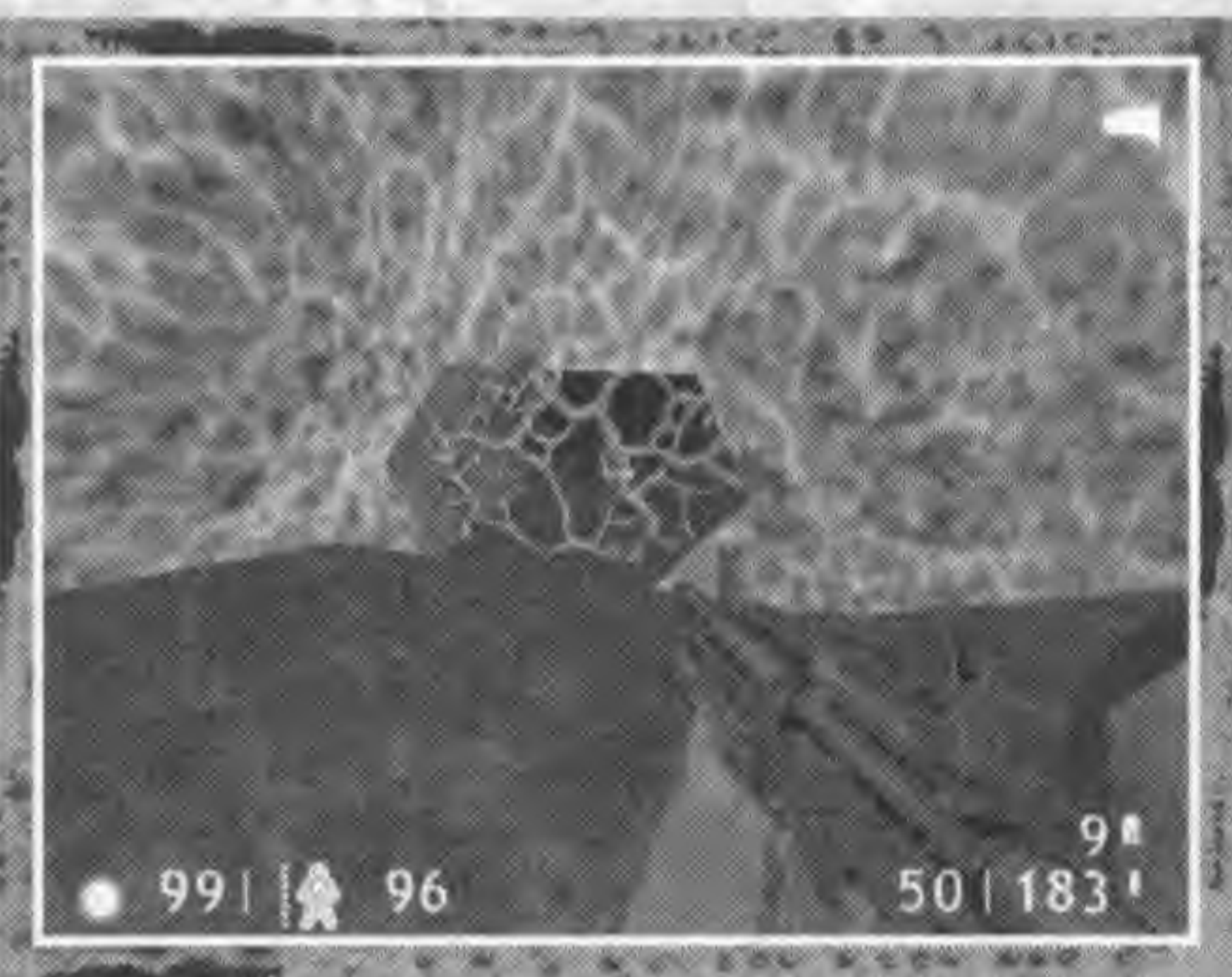
You're entering a maze. Follow our directions and you'll get where you need to be. If you mess up, don't worry; it's a small maze. Just keep exploring until you find a water-filled cavern, and pick up the walkthrough from there.



5. Follow the tunnel, killing a Headcrab along the way. When you reach a T junction, take a right. Follow the tunnel around a big rock formation, and kill another Headcrab. When you reach some vines, break them.



6. You're now in a bigger cavern. Watch out for Headcrabs and a Bullsquid. As you exit the tunnel, turn right and follow the cavern's right-hand wall. Take the very next tunnel on the right. It's at ground level.



7. Break the vines and follow the tunnel. Eventually the tunnel descends into water. Go underwater.



8. Surface in a water-filled cavern. Locate a spot to jump out of the water. Heal yourself in a healing pool and shoot Headcrabs.



9. On the opposite side of the cavern from the healing pool is a tunnel without any vines covering it. Follow this tunnel, break a few vines on the other end, and drop out into a much larger tunnel.



10. You'll reach a ledge overlooking an abyss filled with rising and falling rocks. Jump across the rocks to reach another cave entrance.



You must jump in an "S" pattern across the rocks. Trying to go straight toward the other cave entrance doesn't work.

The rocks move slowly up and down. Wait until they're favorably aligned before jumping.

At some point, several Vortigaunts appear. Shoot them all before resuming your jumps.



11. The new cave entrance leads to a spot with several Houndeyes. Kill them all, then proceed to another ledge overlooking another abyss with rocks floating in it.



12. Jump to the central ring with the healing pool. Sit in the healing pool and shoot the Vortigaunts as they appear. Remain in the pool while a kite-shaped alien bombs the rocks around you.



13. Don't try to jump to the easily visible cave entrance. Instead, jump to a spot where a broken pole leads across the abyss. Walk across the pole. On the other side, break some vines and drop into a hole.



14. Downstairs, swim through a water-filled tunnel. When the tunnel ends, get out.



15. Proceed to the edge of a waterfall and look down. You see another waterfall directly opposite you.

More Alien Vistas



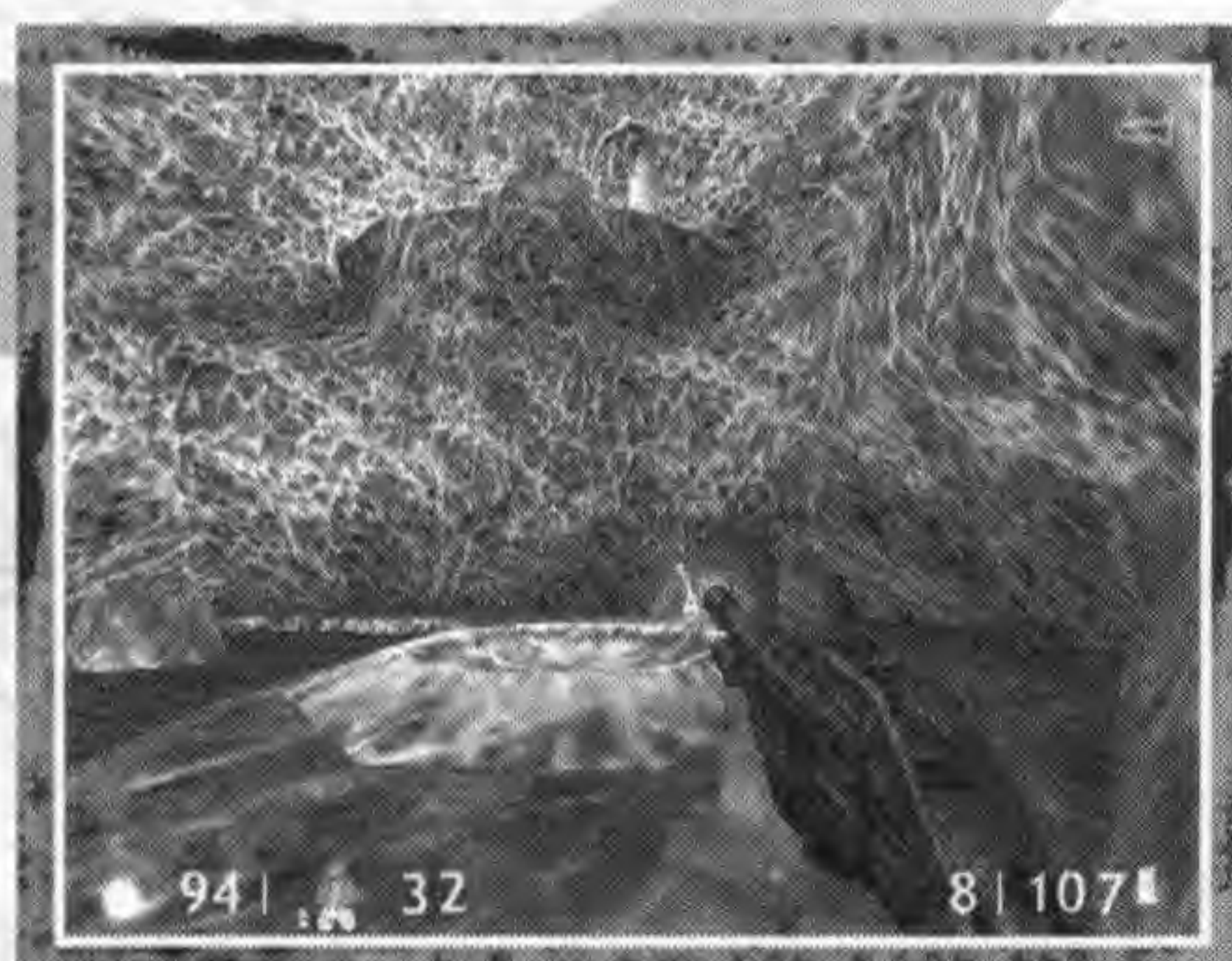
1. Drop off the waterfall into the water. Quickly get on the island in the middle of the pool and use the trampoline to blast up to the other waterfall. (The one directly opposite where you entered.)



2. Avoid Barnacles and enter the tunnel. Follow it to a healing pool and heal up. Keep going.



3. Drop off a very short waterfall. Kill a Bullsquid and Houndeyes, and start walking upstream (not downstream). Kill more Bullsquids and Houndeyes.



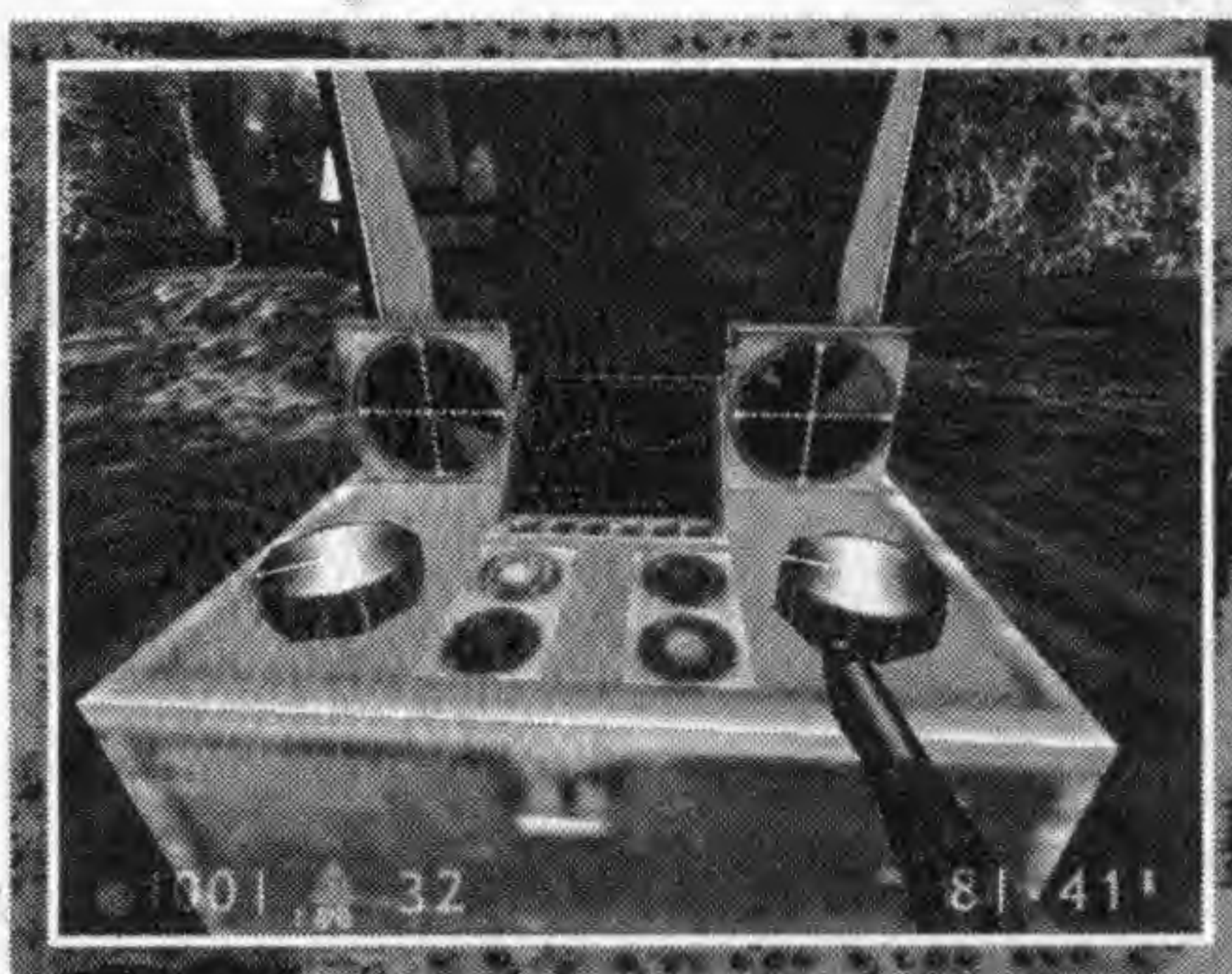
4. Keep moving upstream, jumping onto piles of rocks whenever necessary. When you reach another trampoline, use it to jump on a ledge.



5. Follow the tunnel beyond the ledge. You reach an open area filled with equipment and dead researchers in HEV Suits. Scout the area for ammo canisters. (One is hidden behind a pillar.)



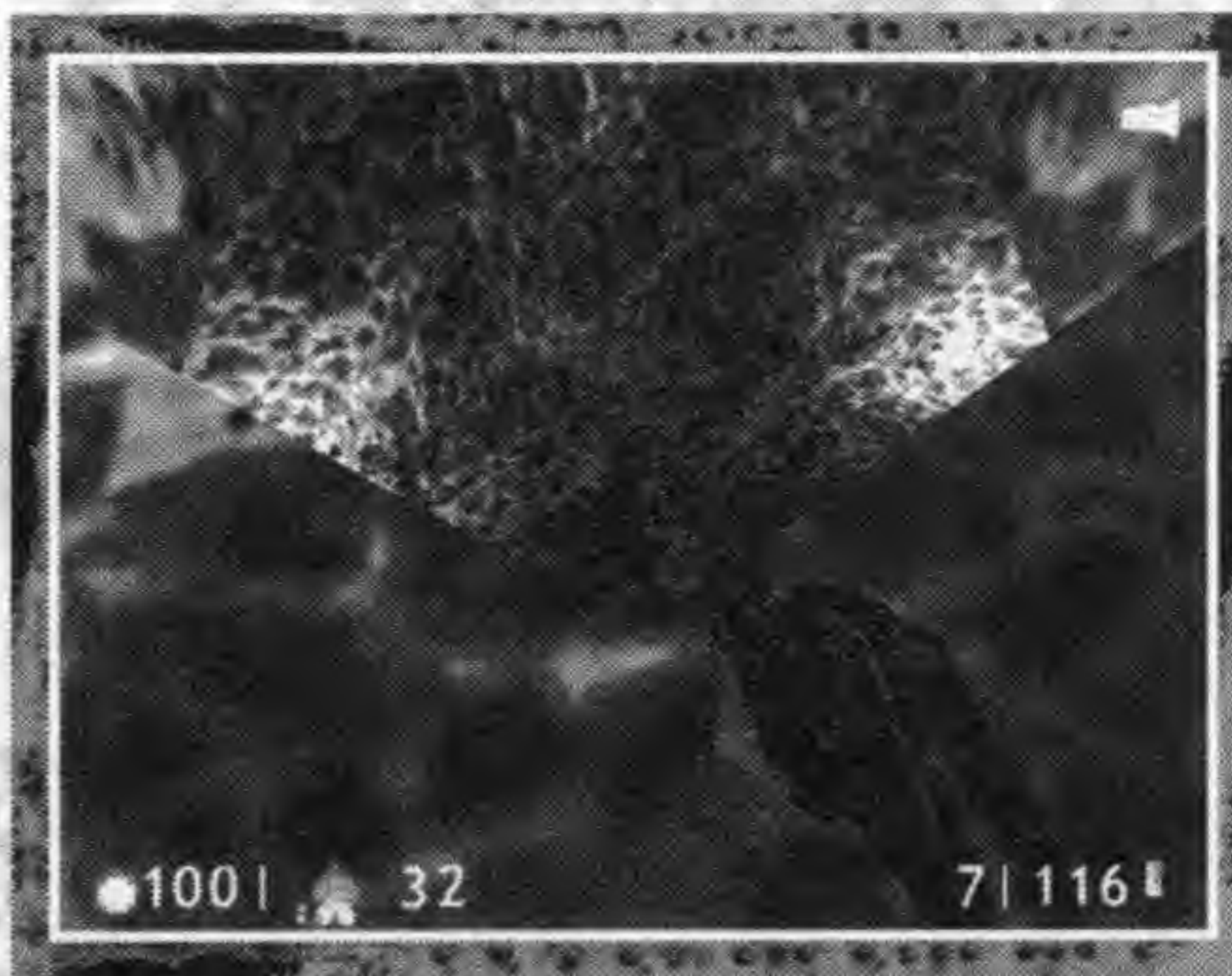
6. Go to a box labeled "Power" and press the button to activate it.



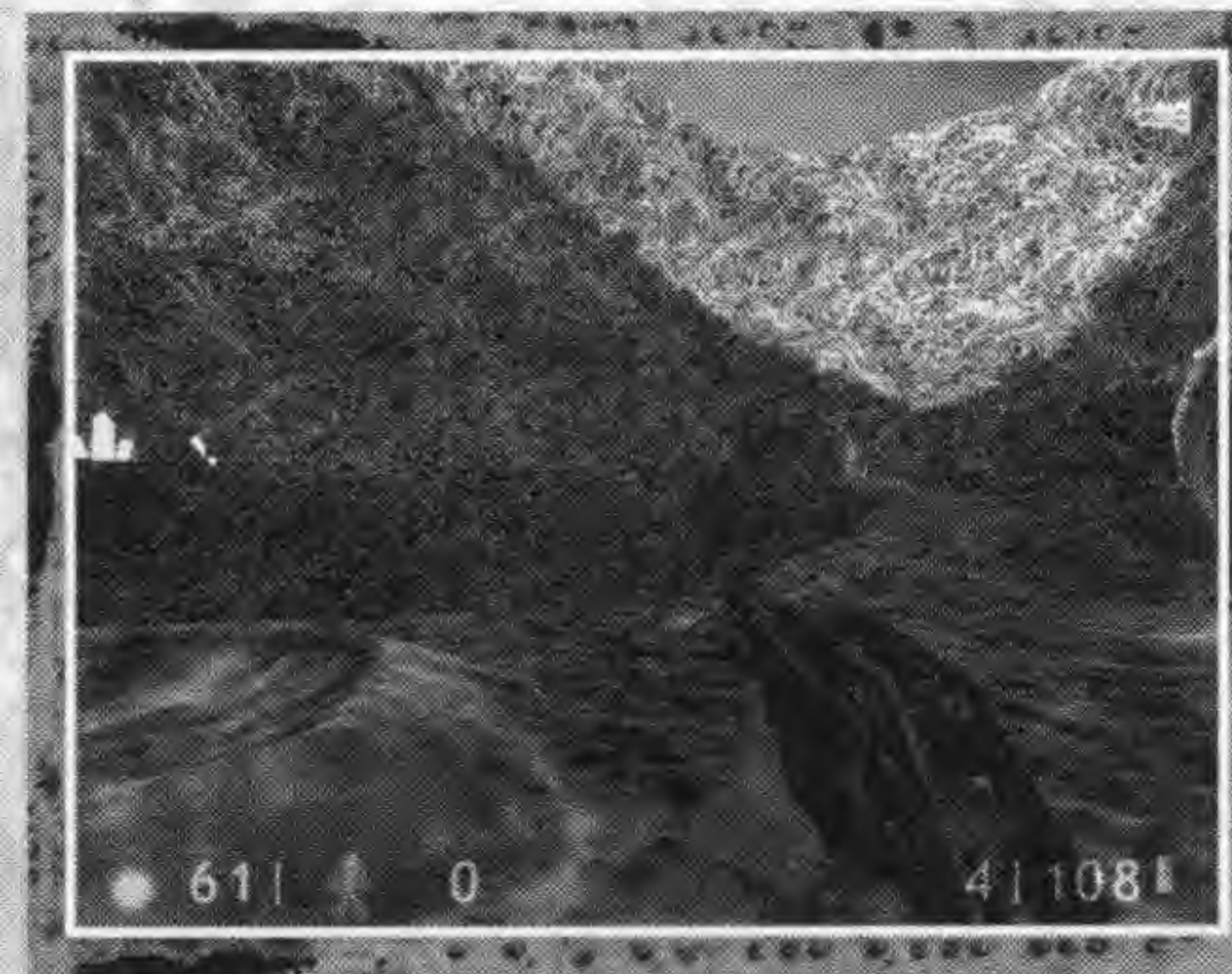
7. Find a nearby console with two dials on it. Turn the dials until the red triangles on both sides match up. You'll know you've aligned the dials when you hear a beep and the green light indicator illuminates.



8. Vortigaunts and other aliens start to appear. Dash to a nearby tunnel entrance and get inside. A cave-in crushes a Vortigaunt. Kill any Vortigaunts pursuing you, then jump up the rocks of the cave-in and go through a hole in the ceiling.



9. Upstairs, kill a Headcrab, look over a ledge, and kill a Bullsquid below. Drop down to where the Bullsquid was and kill more Headcrabs.



10. You emerge on an open-air bridge. Xen Masters and Vortigaunts appear out here. Duck back into the tunnel and fight them until all are dead.



11. Use a trampoline to leap to a nearby floating rock. Be sure to land in the healing pool to break your fall. When you're fully healed, leap back and follow the bridge.



12. Go through a Headcrab-filled tunnel. At the end, break vines and drop down to a bigger tunnel. Kill the Vortigaunts inside. Approach the end, where you see daylight.



13. Emerge into the open. Run right up to the glowing yellow sphere and jump into it, ignoring all enemies out here. You teleport back to Earth.



TIP
Make sure you jump into the teleporter as quickly as possible. If you wait too long, the teleportation field will close, leaving you trapped on Xen and ending the game.

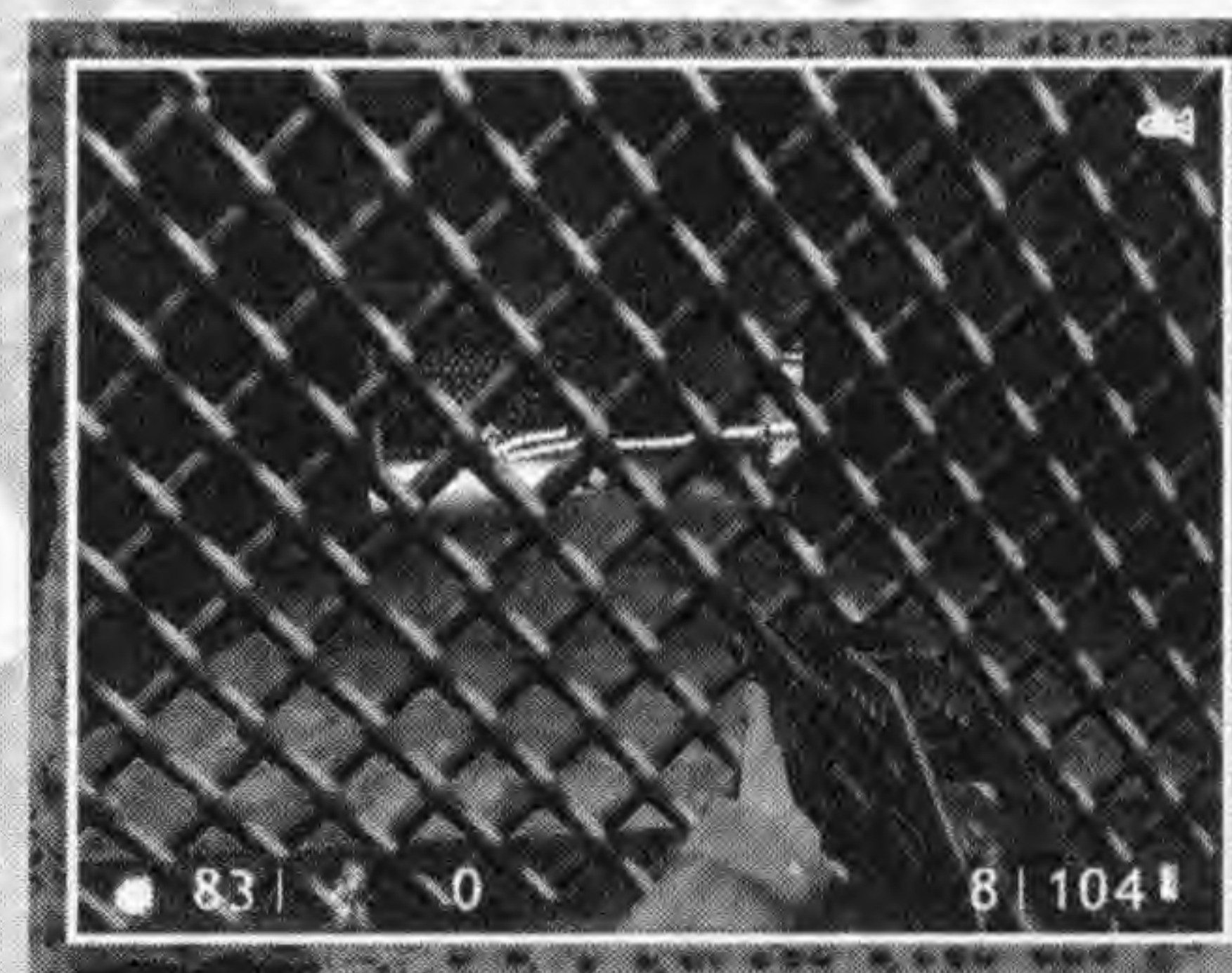


14. Listen to Dr. Rosenberg. Follow him to an elevator. Press a button to drop to a lower level.

POWER STRUGGLE

Your task in this part of Blue Shift is to activate a power generator, then charge up and retrieve a power cell.

Finding the Generator



1. Downstairs, press a button to open a door. Kill a Vortigaunt, then take a right and go up a lift. Watch a Scientist and Security Guard battle Vortigaunts behind a chain-link fence.



2. Go back down the lift and walk towards the door to witness it getting cut down with a blow torch. Stand back before the door comes down and prepare to deal with the invading Grunts.





3. Advance into a corner room. From here, you can defeat the attack Grunts one by one as they come through the office doors ahead. For the rest of the office fight, be prepared to return to the corner room in order to maintain an advantage in combat.



4. Go down a dark hallway and explore the offices at the other end. Whenever you see or hear Grunts, retreat back to the corner room and take them out as they come after you.



5. A broken shelf in the offices has two small boxes with First Aid Kits near it.



6. Advance down a hallway, watching for one last Grunt on your right. You emerge in an area with a First Aid Station and an HEV Station. Heal up.



7. Run along a bridge with blue coolant waterfalls on your right. Take out the Grunt that appears on the top ledge, then destroy the pair of Grunts that run into view at the other end. You'll encounter another Grunt or two once you reach the far end of the bridge.



8. Turn a corner and you'll find several Grunts dropping down on ropes. Use a Combat Rifle Grenade to clear them out, then climb a red ladder.



Coolant Basin



1. Follow a path labeled "Auxiliary Reactor Access." You find a huge room filled with glowing blue coolant. The path is barred by a large metal door with explosives rigged to it.



2. Break two crates with your Crowbar to expose a metal barrel. Push the barrel between the broken ends of the fuse wire to complete the circuit. Push the plunger to detonate the explosives and blow through the steel door.



3. Through the blown steel door is a room with two doors. Take the left door, defeat the Headcrabs and follow the hallway to the coolant pump control room. Turn the wheel to drain the coolant in the large room.



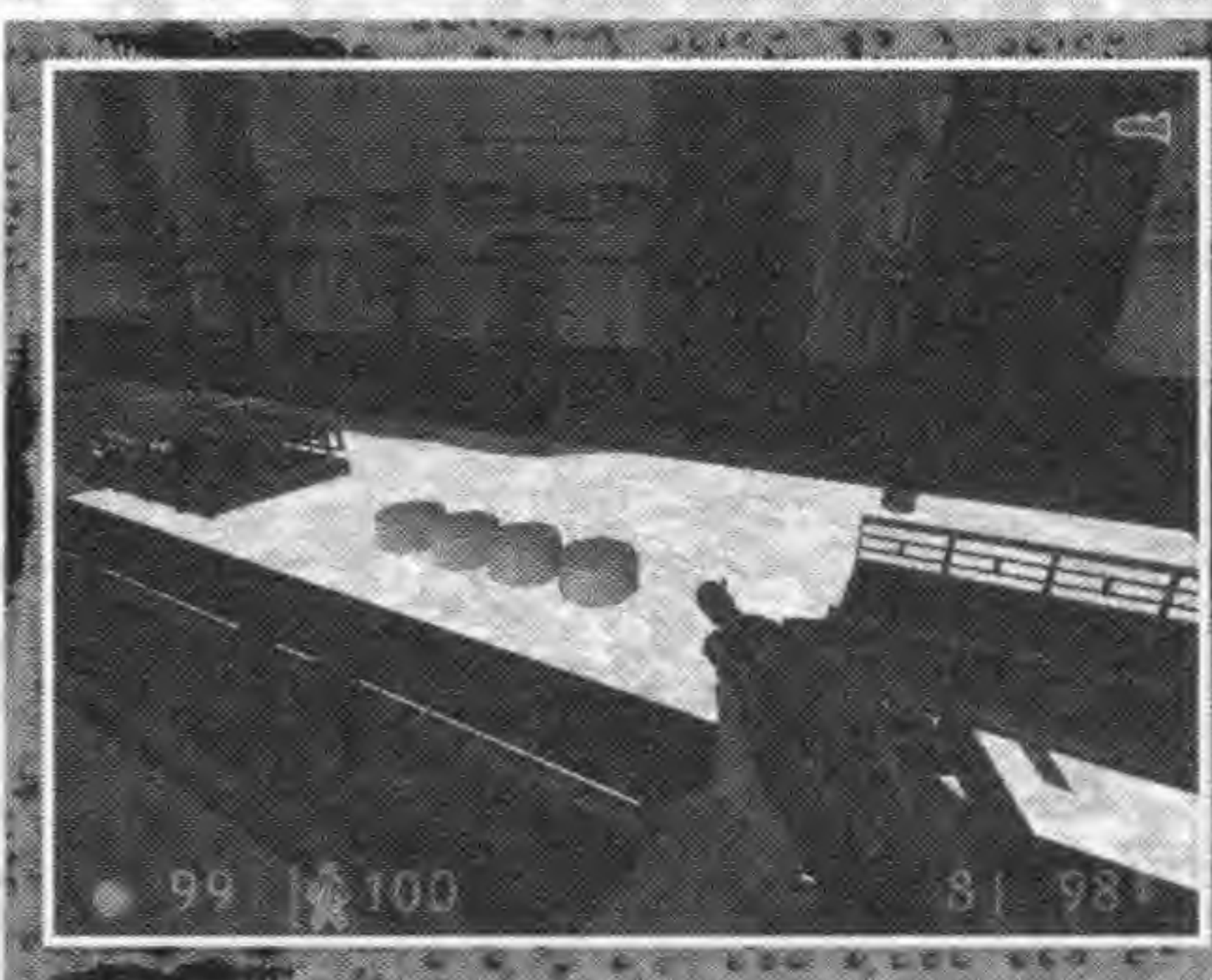
An expired Security Guard is in the elevator room. Armor and ammo are around the body.



4. Once the coolant is drained, take the elevator down to the coolant basin. Use the First Aid Station and heal up, then proceed through a tube into the coolant basin.



5. Climb a ladder from the floor of the coolant basin to reach a shelf that stores two barrels of coolant. Push these barrels down into the basin, then push all four barrels into a line on the central grate.

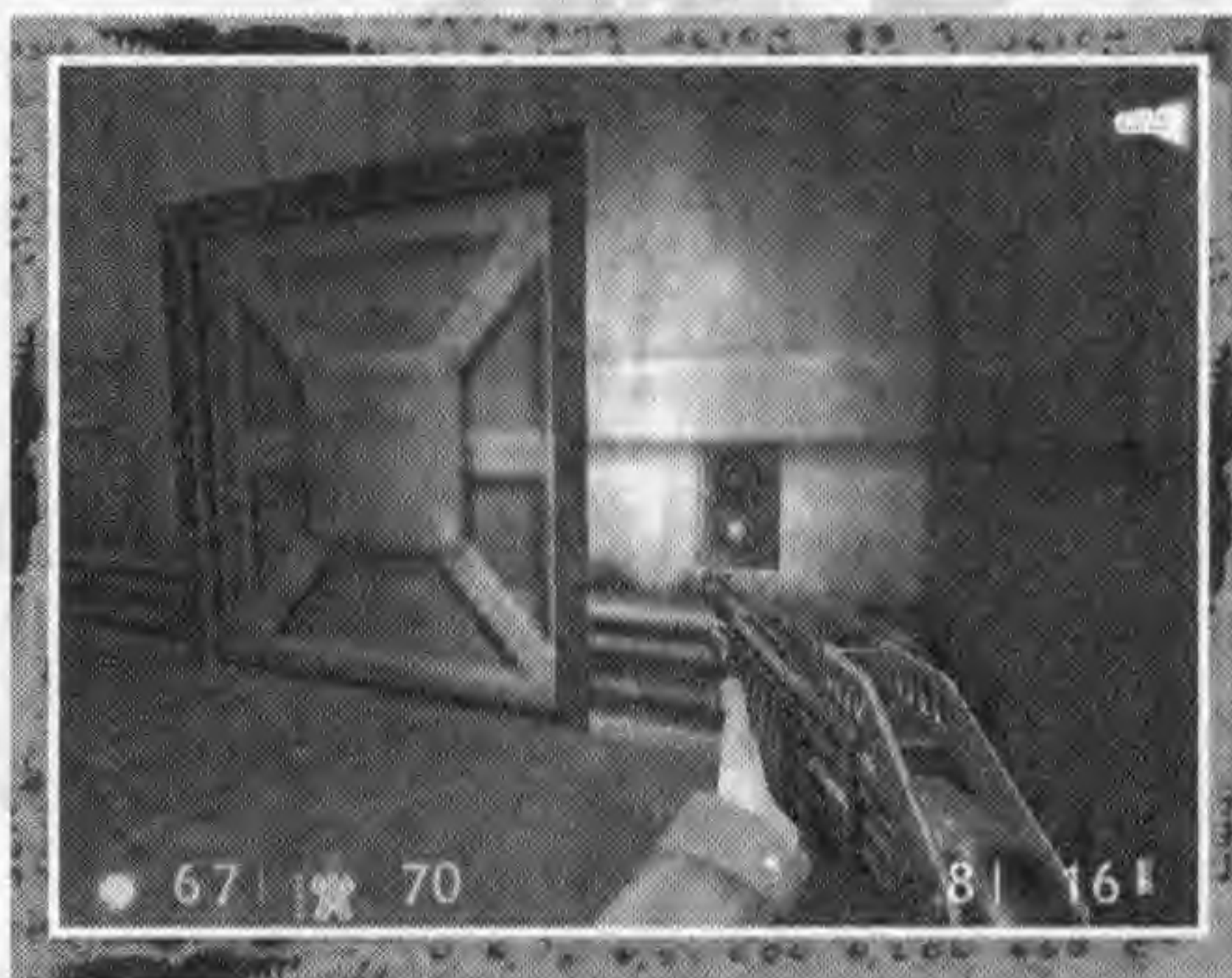


6. Return to the coolant pump room and turn the valve wheel. Watch through the window to see the basin fill with coolant, floating the coolant barrels into position between a broken bridge.



7. Go back to the room you blasted your way into at the beginning of this section and open the door that's adjacent to the blown-in door. Step onto the bridge and destroy alien Grunt and Vortigaunts that teleport in with the RPG. Jump across the floating barrels to reach the other side of the bridge.

Auxiliary Reactor



1. Use a switch on the wall to open the metal door. A Vortigaunt waits inside and two others teleport into the room inside. Destroy the Vortigaunts with the shotgun and proceed through the door at the end of the L-shaped dark room.



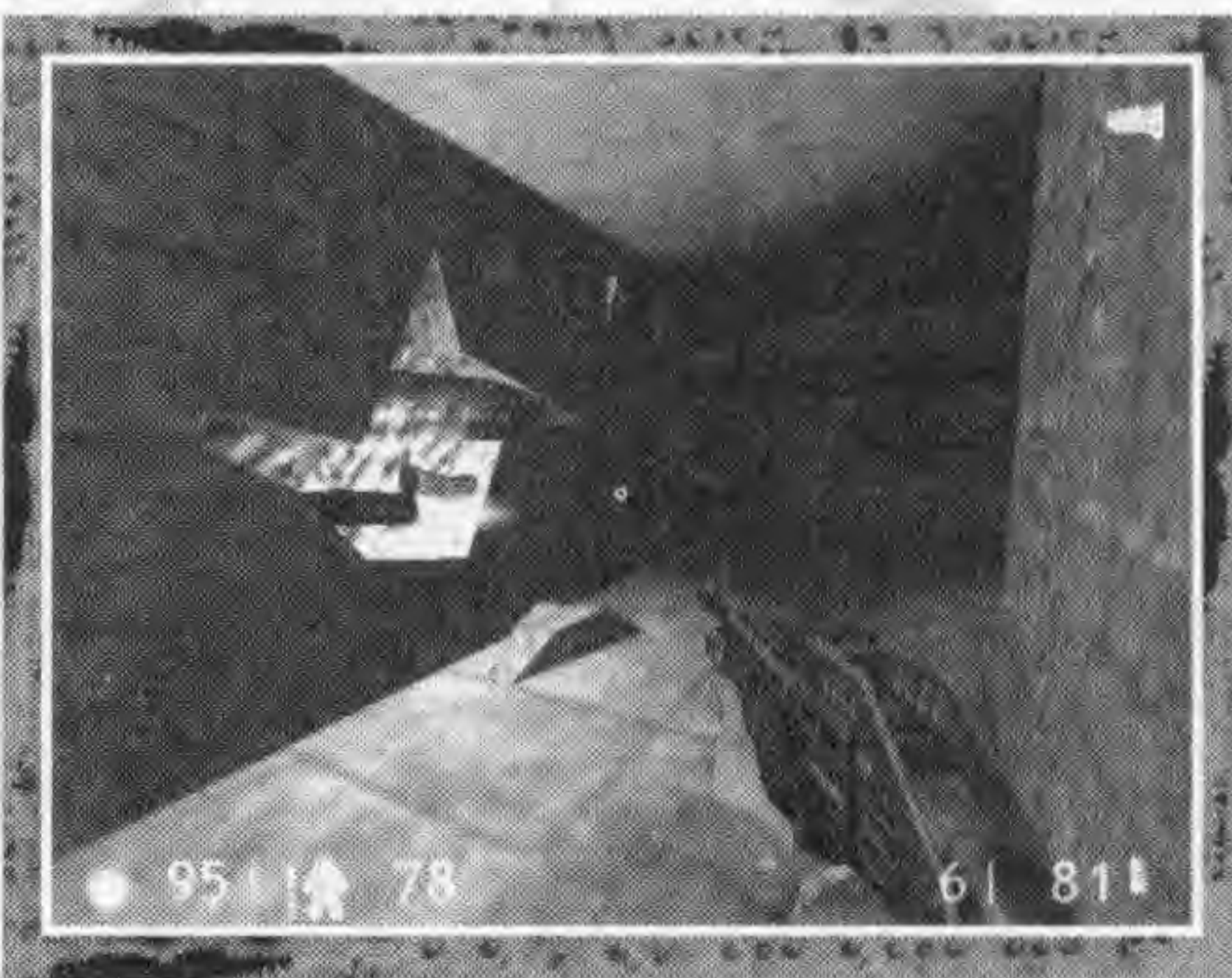
2. A Gargantua attacks some Grunts across a canal. Watch them fight it out being careful not to attract any attention.



3. A tipped coolant barrel leaves a toxic pool on the ground. Avoid the toxic pool and jump onto the barrel. From the barrel, jump onto the large green crates and crawl across to the opposite side. An Alien Grunt will ambush you from a high ledge. Defeat the Alien Grunt and fall down back to the floor level to proceed through the door.



A dead Grunt has left behind some valuable Grenades for your Combat Rifle. Since this section of the facility is very dark, use your Flashlight often to discover hidden items and maintain your bearings.



4. Carefully walk through the dark hallways to avoid getting near the broken pipes that are spewing fire. Several Headcrabs lay in ambush and can often knock you into the fire. Throw a grenade near the base of the stairs to kill the Headcrabs before they attack.



5. Follow the winding corridors, defeating a Vortigaunt along the way, until you reach the Auxiliary Reactor Control Room. Open the door and destroy a Bullsquid inside.



6. Throw both levers to turn on the Auxiliary Reactors. Wait a few moments and watch the reactors charge up. Once they are fully active, you'll notice the power meters in the room will display that the level is at maximum power.



7. Exit the Control Room and jump through the grated window to land back at the bridge. Cross the bridge back the way you came by jumping onto the floating coolant barrels. Proceed through the blasted door and down the hallway where you first entered this area.

Power Cell Charging



1. Follow the dark hallway on the other side of the broken bridge. Watch for a hallway that veers off to the right. As soon as you see that right, take it. (It's next to a radio.)



2. You reach a spot where you can see the coolant waterfalls on your left. Press a button to raise a bridge up to your level, then cross the bridge. The bridge will only operate once the reactors have been turned on.



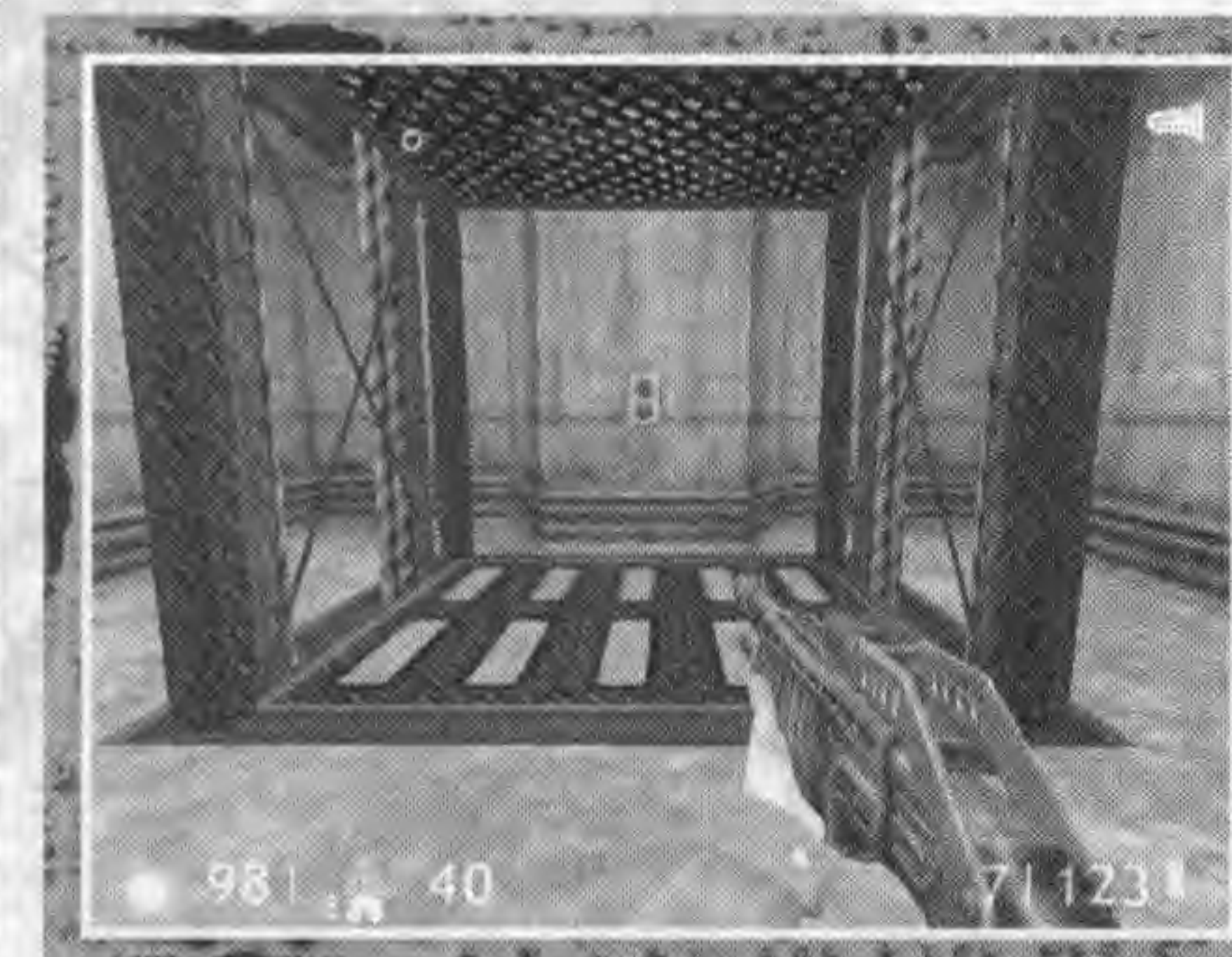
3. In the dark hallway beyond, kill a pair of Vortigaunts. Then locate a dying Security Guard next to a Power Cell. Listen to him and watch as he moves to the side.



4. Open the gate. Push the power cell through the gate, then into a slot labeled "Power Cell Charging Station." Press a button and watch the cell get charged.



5. Now push the power cell back through the fence, and into a slot labeled "Power Cell Delivery Lift." Press a nearby button, and a sign lights up: "Payload Accepted."



6. Open a nearby door labeled "Elevator Access." Walk back to the big elevator that Dr. Rosenberg originally sent you down on. Take it back upstairs.

A LEAP OF FAITH

This is Blue Shift's grand finale. You'll need to focus carefully on the business of escape—especially when the Grunts break through to put a stop to your plans.



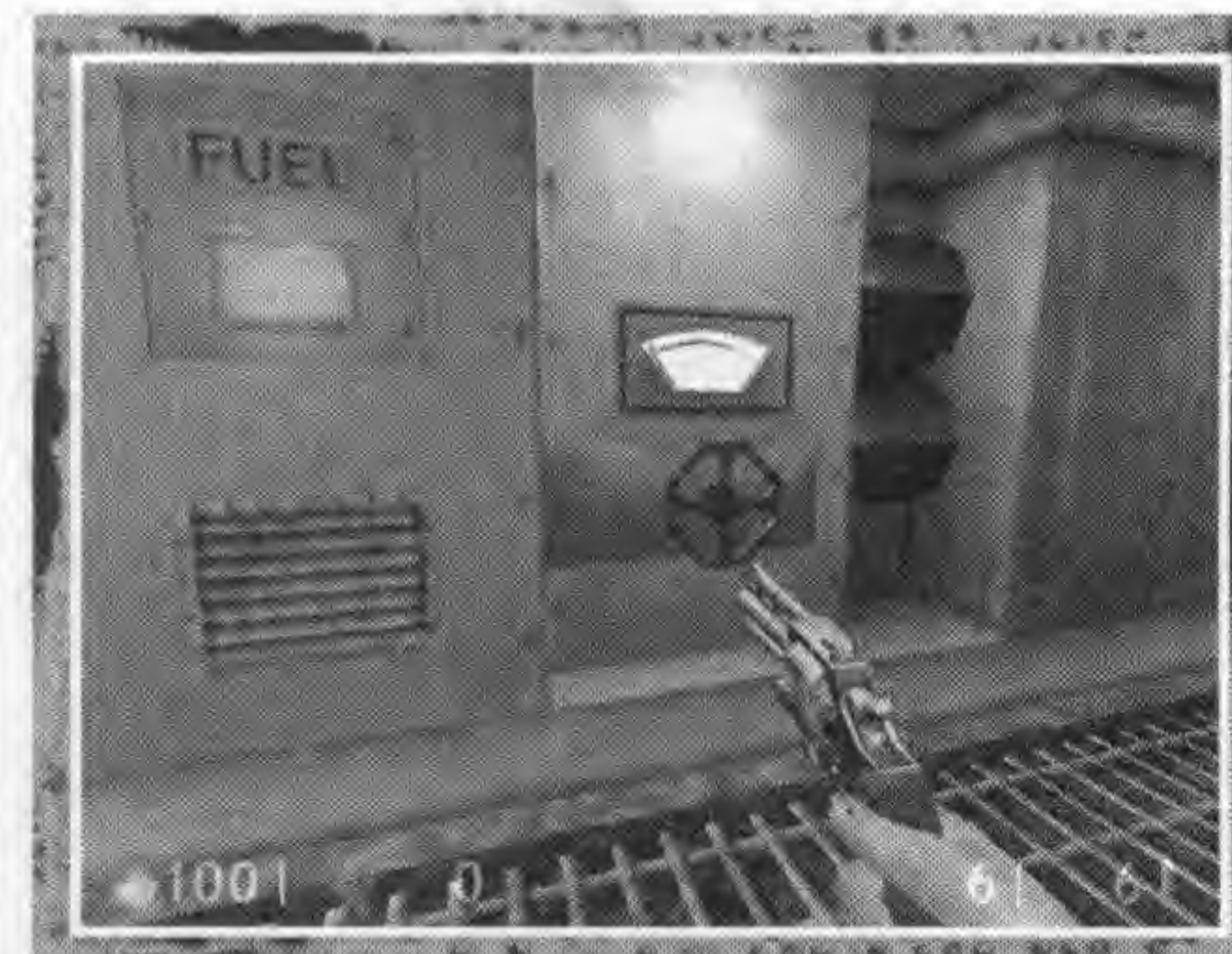
1. Meet Dr. Rosenberg upstairs. Follow him into the teleporter room.



2. After he tells you to, go up the ladder and follow the catwalk to a control room.



3. In the control room, throw the lever labeled "Main Power." Then go stand near the "Displacement Field Damping Locks" button where you can see what's going on below.



4. When Dr. Rosenberg says, "Oh, no!" run back to the catwalk. Crank the valve wheel until the needle is fully in the green. Halfway through the cranking, two Houndeyes will teleport in on either side of you. Resist the urge to deal with the Houndeyes until you've finished cranking the valve wheel.



5. Return to the "Damping Locks" button and watch as Rosenberg operates the controls. Also, watch both the light indicators in the room and the "Damping Locks" button. When the lights are all lit and the button turns bright red, Rosenberg tells you to press the button. Press it and a Scientist will teleport to safety.



6. Stay near the "Damping Locks" button. You need to press it two more times, first to let another Scientist escape, and then to let Rosenberg escape. (Just watch the button and press it whenever it turns bright red.)



7. After Rosenberg is gone, Grunts begin to cut through the upper locked door. They will break through just before the machine is ready for you to hit the button. Place a couple of Satchel Charges on the floor in front of the door and detonate them once you hear the Grunts break through.



8. Quickly return to the "Damping Locks" button and press it to open the teleportation field one last time. Climb down the ladder from the catwalk to escape. Two Grunts will ambush you from below. If you have any Combat Rifle Grenades, you can take them out from the catwalk. If you're fast enough, you can also try running past them.



9. For a moment, it looks like there's an error, and you're quickly teleported to several different locations. Don't worry; just sit back and wait as you're sent from place to place. Eventually you'll wind up at the right spot, and the mission is a success. Congratulations—you made it!



CHEATS

In *Half-Life* you can cheat by choosing three words and forming a phrase from a "cheat" list. Choose the correct three-word phrase, and you get a cheat effect. Here is a list of cheat phrases.

GENERAL CHEATS

Enter these cheats to give yourself a huge advantage during gameplay. We recommend only using them after you've completed the game through regular methods.

GENERAL CHEATS

| Phrase | Effect |
|---------------------------|--------------------------------------|
| Xen teaches Black Mesa | Xen gravity on earth |
| Soldiers ignore Gordon | No target mode (Nothing attacks you) |
| Otis loves Dreamcast | Godmode (take no damage) |
| Dreamcast gives firepower | Infinite ammo for your weapons |
| Action ignore silence | Slow motion mode |

LOCATION CHEATS

These cheat phrases teleport you to various stages of *Half-Life* or Blue Shift. Just select the right phrase and you're whisked to a new location. Again, we recommend only using these after you've beaten the game on your own.

Half-Life Chapters

These cheats take you to various points in the main game.



HALF-LIFE LOCATION CHEATS

| Phrase | Location |
|----------------------------|-------------------------|
| Gordon goes to work | Anomalous Materials |
| Gordon teaches physics | Unforeseen consequences |
| Files and fear | Office Complex |
| Soldiers visit Black Mesa | "We've Got Hostiles" |
| Safe and sound | Blast Pit |
| Big is beautiful | Power Up |
| Trains and rockets | On A Rail |
| Fear finds Gordon | Apprehension |
| Recycle or die | Residue Processing |
| Regression brings progress | Questionable Ethics |
| Combat and death | Surface Tension |
| Soldiers eat tacos | "Forget About Freeman!" |
| Scientists at work | Lambda Core |
| Fear and gravity | Xen |
| Panic in Xen | Interloper |
| Xenophobia and firepower | Gonarch's Lair |
| Panic and die | Nihilanth |
| Answers beget questions | Endgame |

Blue Shift

Create the following phrases to jump to various parts of Blue Shift.

BLUE SHIFT LOCATION CHEATS

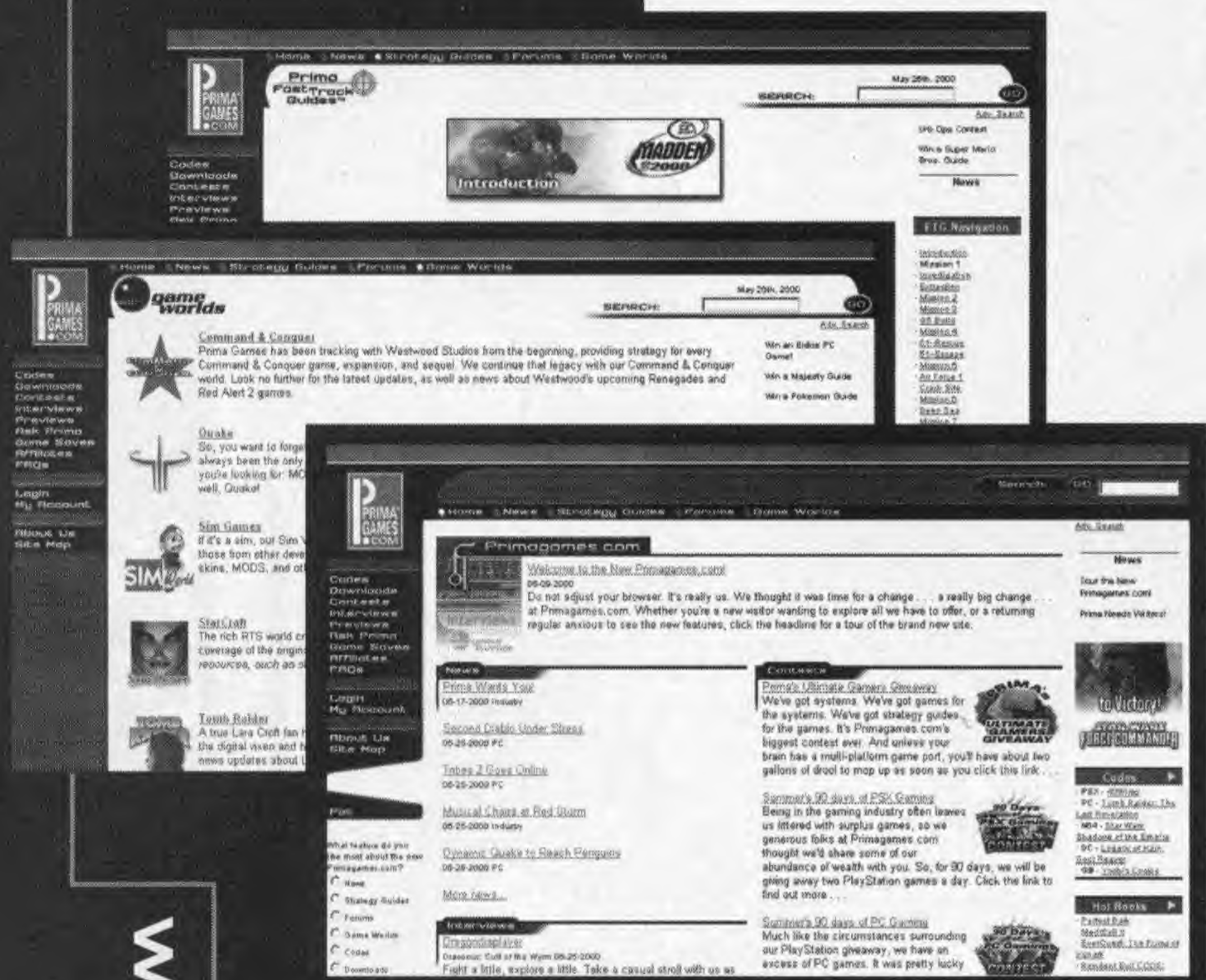
| Phrase | Location |
|----------------------|-----------------|
| Barney goes to work | Insecurity |
| Red is scary | Duty Calls |
| Combat and trains | Captive Freight |
| Barney visits Xen | Focal Point |
| Power is progress | Power Struggle |
| Physics is beautiful | A Leap Of Faith |



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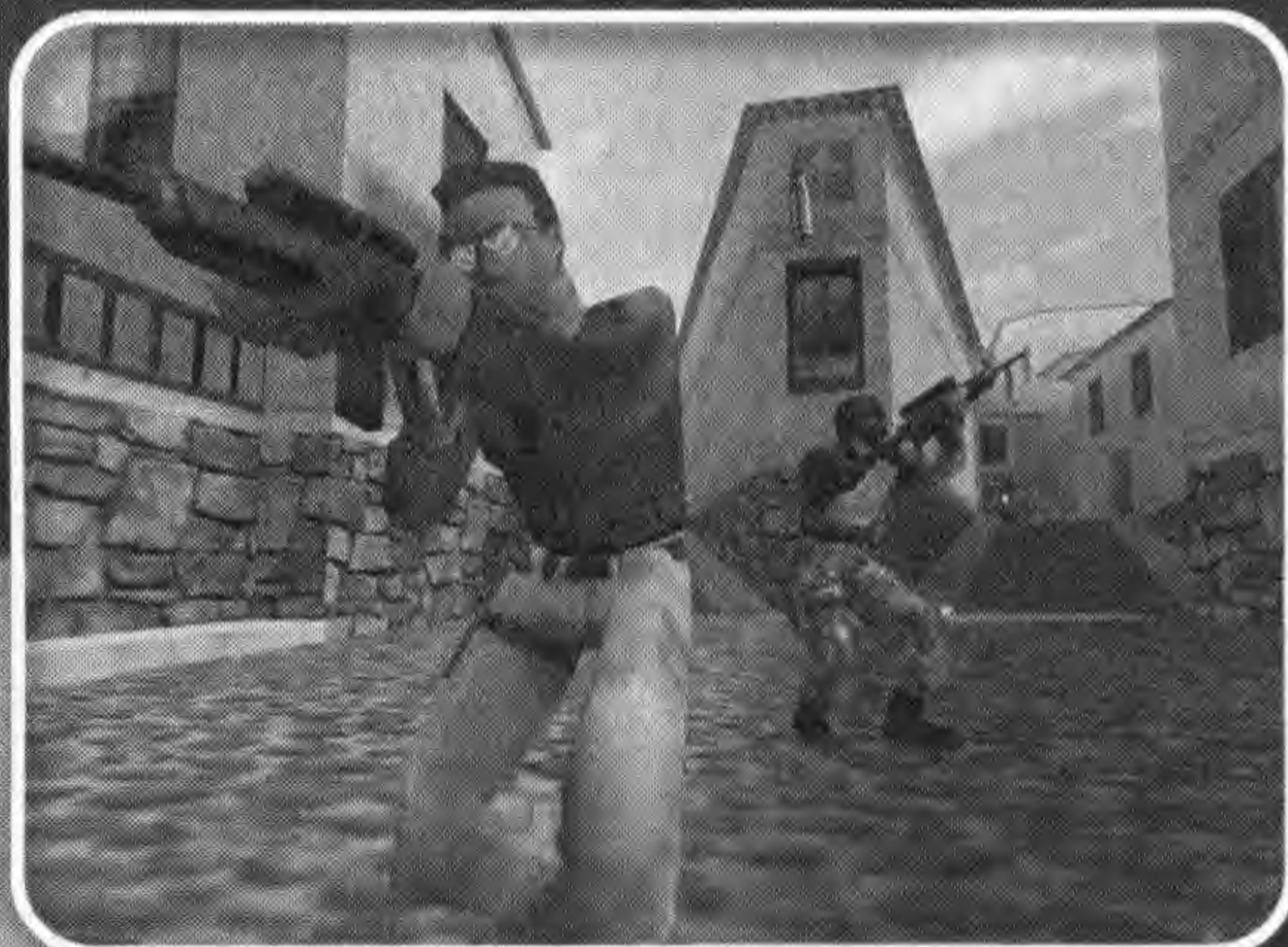
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